

FIRST EVER PICS!

RESIDENT EVIL ZERO

Terrifying N64-only zombie thriller!

p17

TUROK 3: OBLIVION

Amazing monster-filled first shots!

p16

PLUS!

**CONKER'S
BAD FUR DAY**

Rare in foul-mouthed shocker!

p12

If your free Double Game Guide is missing, have a word with your manager!



WE'VE PLAYED IT!

**PERFECT
DARK**

Eight pages of stunning shots!

LOOK!

LIFT UP YOUR FREE POKÉMON TRAINERS GUIDE FOR THE OTHER FANTASTIC GAMES IN THIS ISSUE!

PLUS!

**planet
GAME BOY**

The original and best Game Boy mag inside!

p25



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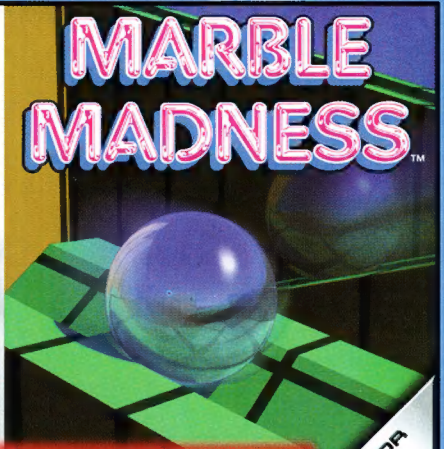
ISSUE **39**

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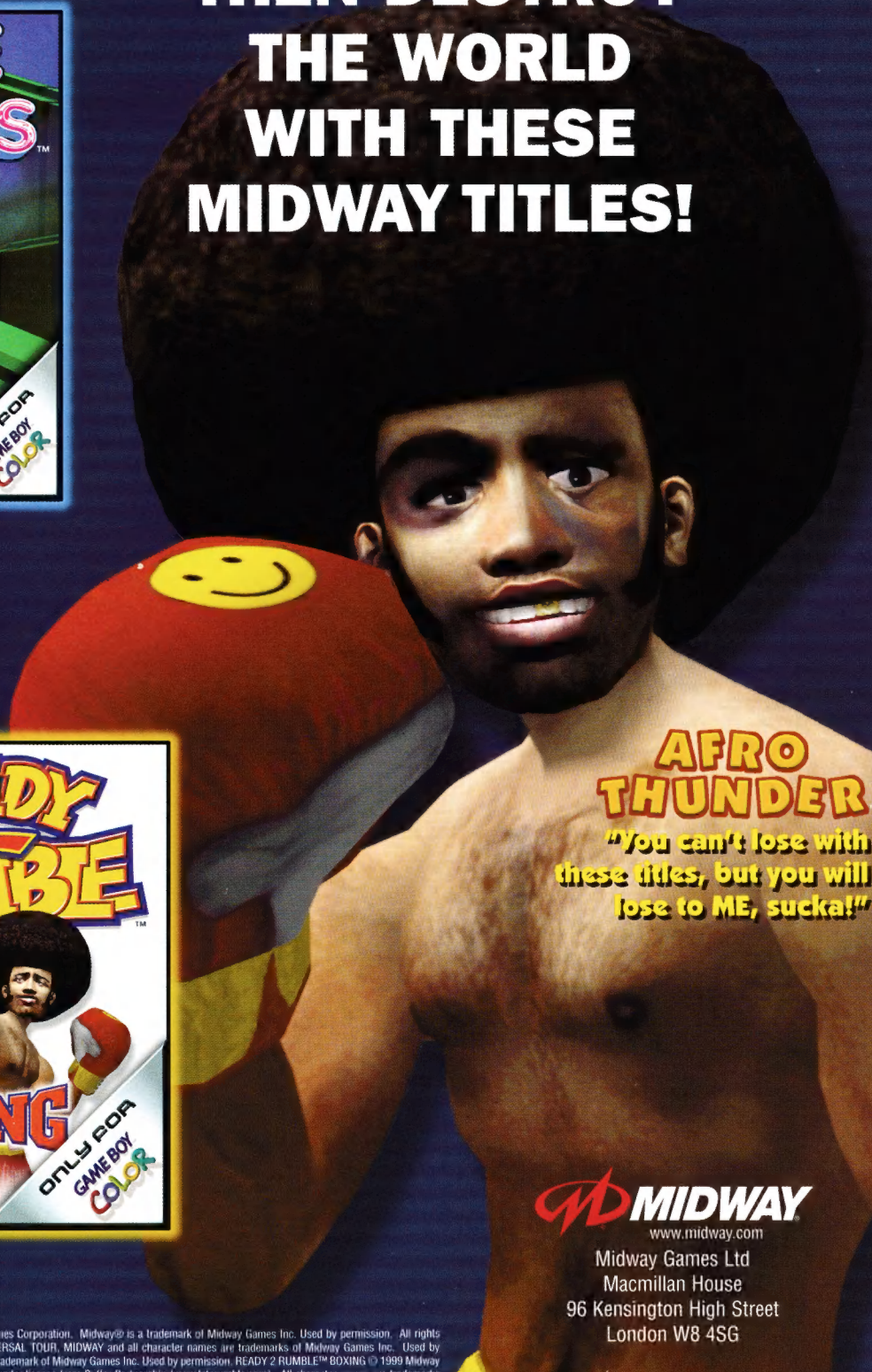
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64
MAGAZINE

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Telephone 01225 442244

Issue 39 March 2000

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Annual subscription UK Direct Debit £24
Cheque/Credit Card £29
Europe £37
Rest of the World £47
Subscriptions 01458 271124

Printed in the UK
Future Publishing is part of the Future Network plc.

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to be fantastic jump to

▶120

WELCOME TO N64 MAGAZINE

WELCOME TO N64

At 124 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Don't be fooled by feeble imitations!



Perfect days...

Lunchtimes are never quite complete in the N64 office without some four-player *GoldenEye*. You could call it a 'ritual'. (You could also call it a 'scary obsession', but still...)

At 1pm, Jes, Martin, Mark and myself gather round our 28-inch TV with the broken side (there's a blue strip down the left of the screen where we dropped it on the way back from Dixons), we make some tiny adjustments to the options (Facility, Licence to Kill, First to 10 Points and Pistols) and we begin where we left off the day before. Martin, without fail, always moans at me for playing as Oddjob (apparently, you can't target him because he's too small... which, to any 'normal' person, is the point); Jes prides himself on his underhand tactics of plugging people in the back as they search for weapons; and Mark... well, Mark turns into the Devil and shouts, 'You... are... exterminated!' every time he clocks up a kill.

But this month the ritual stopped because – incredibly – we've found something even better. Don't believe us? Well, turn to page 44. We don't need to say anymore.

Tim Weaver
Editor

Just look what we've got for you this month!

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Lip-trembling screenshots of this glorious N64-only scare-fest!

P8 **POKEMON STADIUM**

First ever English-language shots of this fab N64 Pokéfight!

P16 **TUROK 3**

Another first! Eight world exclusive pics from the Turok threequel!

P44 **PERFECT DARK**

Eight pages on the stunning Perfect Dark – it's staggering!

P12 **CONKER'S BAD FUR DAY**

He laughs! He stares! He swears! All the news on Conker's redesign!

POKEMON EXPERT TRAINERS GUIDE

The most comprehensive Red and Blue guide in the world... ever!



GO! GO!

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ARENA

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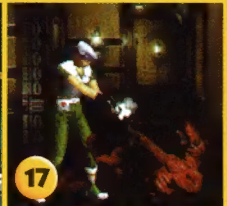
ECW HARDCORE REVOLUTION



Rasslin'! But a bit bloodier and with new pants.

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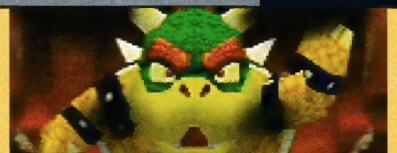
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Nine get-this-round-your-larfin'-gear pages of top Game Boy action! Winner! **25**



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Your first look at the **BIG** new N64 games!

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F1 RACING CHAMPIONSHIP

Stacks of shots from this absolutely top racer!



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POKÉMON STADIUM

First English-language shots of this Pokébattle!



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The ultimate reader service.

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SPECIAL INVESTIGATION

PERFECT DARK

Ohmyword! Eight pages of beautiful *Perfect Dark*, including weapons, levels and a whole lot of blood. It's wondrous!

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DK64 TIPS

It's the last part of our country-sized *DK64* tips! Find the remaining bananas and much more!

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WORD OF MOUTH

We interview the voices behind *Turok 3*, *Pokémon*, and *Mario* himself! Whaddabeauty.

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First play of English-language version!

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WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!



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△ The rain really does make a difference to your driving.

▽ There are loads of different camera angles to choose from. Lovely.

△ This great replay angle shows the pack cramming together on 'that' corner at Monaco.

▽ F1RC looks better than its predecessor, as these shots show.

F1 RACING CHAMPIONSHIP

carry on champing

INFO BURST

F1 RACING CHAMPIONSHIP	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

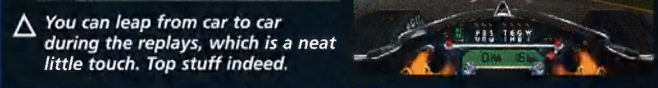


April worldwide

ANTICIPATION RATING



▽ The game is lightning fast, and handles splendidly.



△ You can leap from car to car during the replays, which is a neat little touch. Top stuff indeed.

We tried to take the corner a little too tightly, here.

▽ A corner's coming up – best start braking now, eh?



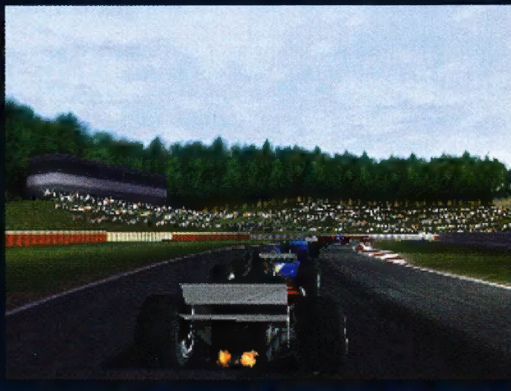
▽ The game is absolutely packed with luscious detail.

Although not quite as good as F1 World Grand Prix's, the first person view is superb and comes complete with convincing juddering.



△ Plenty of blue cars, here. Luckily there are loads of different teams to choose from.

▽ Blimey. Heavy rain and the vicious corner on Monaco – not a pleasant combination.



▽ You're on the straight so it's pedal-to-the-metal time.



RACING CHAMPIONSHIP

Video System's *F1 World Grand Prix* – and, to a lesser extent, its sequel – arguably reigns supreme as the N64's premier Formula One tyre-squealer. But last year Ubi Soft gave it a darn good run for its money with *Monaco Grand Prix*. Although perhaps lacking some of *F1WGP*'s depth, *Monaco* was far more accessible than its competitors and a superb little racer.

And *F1 Racing* looks set to continue its predecessor's good work. The all-important FOA licence has been updated to include all the teams, tracks and regulations from the 1999 season, and even sports the brand new Sepang track in Malaysia, upping the total course count to 16. *Monaco*'s spot-on analogue control

has been further polished and the handling has seen some considerable work. There's now a really noticeable difference between the arcade and simulation modes: in arcade mode cars stick to the track, allowing for far easier cornering.

certain situation and offers you a choice of objectives – such as preventing an opposing driver from overtaking you for a specified number of laps.

Unfortunately, the multiplayer mode only caters for two players but it still offers plenty of

MASTERY

The FOA licence has been updated to include all the teams, tracks and regulations from the 1999 season, and even sports the brand new Sepang track in Malaysia.

An all-new driving mode – essentially a training option – shows you things like where to brake on corners, and an *F1 World Grand Prix*-inspired auto-braking feature has been installed for novice players. A Scenario mode, curiously titled 'Pick Up and Play' has also been added to the Championship and Time Trial modes; it dumps you straight into a

high speed thrills. The arcade-style handling means a close race to the finish without a noticeable drop in detail or frame rates.

We're looking forward to this impressive slice of videogame racing and we'll have a full review in a couple of issues time.



TO BE CONTINUED... Expect a comprehensive review to appear within the pages of N64/41.



all-important FOA licence has been updated to include all the teams, tracks and regulations from the 1999 season, and even sports the brand new Sepang track in Malaysia, upping the total course count to 16. *Monaco*'s spot-on analogue control

NINTENDO'S POCKET BATTLESHIP SPEEDS TOWARDS THE UK!



△ A water attack in full flow. Not half bad, we'd say. Better than it looks on the Game Boy!

▽ The mini-games are great fun. This one involves digging a tasty pothole.



▽ Meowth takes a damaging hit. Yikes!

▽ Press the button to harden your Metapod as the rocks fall from the sky.



▽ The photo gallery didn't appear in the Japanese version of the game.



Fed up waiting ages for the hottest Pokémon goodies to arrive from the States? Well in an unexpected reshuffle of the European release dates, *Pokémon Stadium* will arrive over six months ahead of schedule in March. Now *that's* a reason to be cheerful – not least because the transfer pak will appear at the same time, available either bundled with the game or as a separate purchase.

The translation of the weird and wonderful Japanese game is well underway, and as a brand new bonus feature there will be a picture gallery for you to store *Pokémon Snap*-style photos of your favourite monsters from your collection. The main action takes place in the battle arena, and by using the transfer pak you can download the entire contents of your personal Pokédex from whichever

POKÉMON

pikachu vs the world

INFO BURST

POKÉMON STADIUM

FROM: Nintendo

CART SIZE: 256Mbit

HOW MANY PLAYERS: 1-4

CONTROLLER PAK: No

EXPANSION PAK: No

RUMBLE PAK: Yes

TRANSFER PAK: Yes

WHEN'S IT OUT?

USA: March 6

UK: March 31

Japan: Now

ANTICIPATION RATING

●●●●●

1P トレーナー

おとあの おねえさん

△ Somebody has upset Pikachu. We'll take care of him, Pika. Don't worry about a thing.

▽ Monster soaring on the thermal currents of pure wind.

▽ A fine selection of worthy monsters to send into battle against the fearsome blonde girl.

Rrrrraaaarr! All those who dare to oppose me will be crushed by the power of my belly.

△ Would you believe that Uri Geller actually tried to sue Nintendo over Kadabra's resemblance to him? No, neither did we. It was a rubbish hoax.

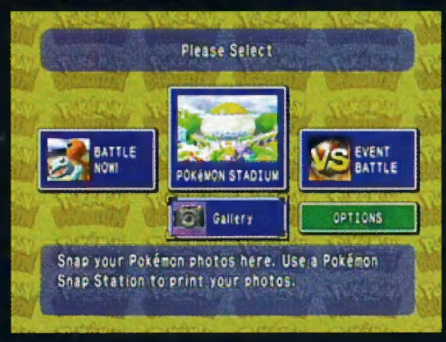


◀ A curious Nidoran inspects the Rentokil agent's camera. Looks like there's some confusion during the Clefairy dance. Tut tut.



△ Your Pokémon boxes are easy to organise on your N64.

▶ The menu screen, complete with all-new gallery option.



version of the Game Boy game you've been playing. When your monsters are safely stored on the *Pokémon Stadium* cart you can use them in a variety of contests.

VISUALS ● **The ability to view all of your monsters as detailed 3D models and watch their spectacular screen-filling attacks makes *Pokémon Stadium* an essential purchase.**

There are tournaments for monsters of the same level, a quest mode versus a series of tough trainers (rather like the Elite Four in the GB version), and a four-player tag team match in which the contestants each bring three Pokémon

from their own collection. The fights work in exactly the same way as they do on the Game Boy, with each player taking turns to select an option from their list of four attacks. You can select a time

limit if you wish, adding a new strategic element to the battle as both players try to inflict as much damage as possible before the timer runs out.

The ability to view all of your monsters as detailed 3D models and watch their spectacular

screen-filling attacks makes *Pokémon Stadium* an essential purchase, particularly if you've got a handful of Pokémon-crazy friends. By connecting several transfer paks you can swap monsters via the N64 and rearrange your boxes with much greater ease than you can by linking two Game Boys. The ability to play your GB cart on the TV screen if you need to collect a certain monster before continuing completes the best Pokémon tie-in so far.

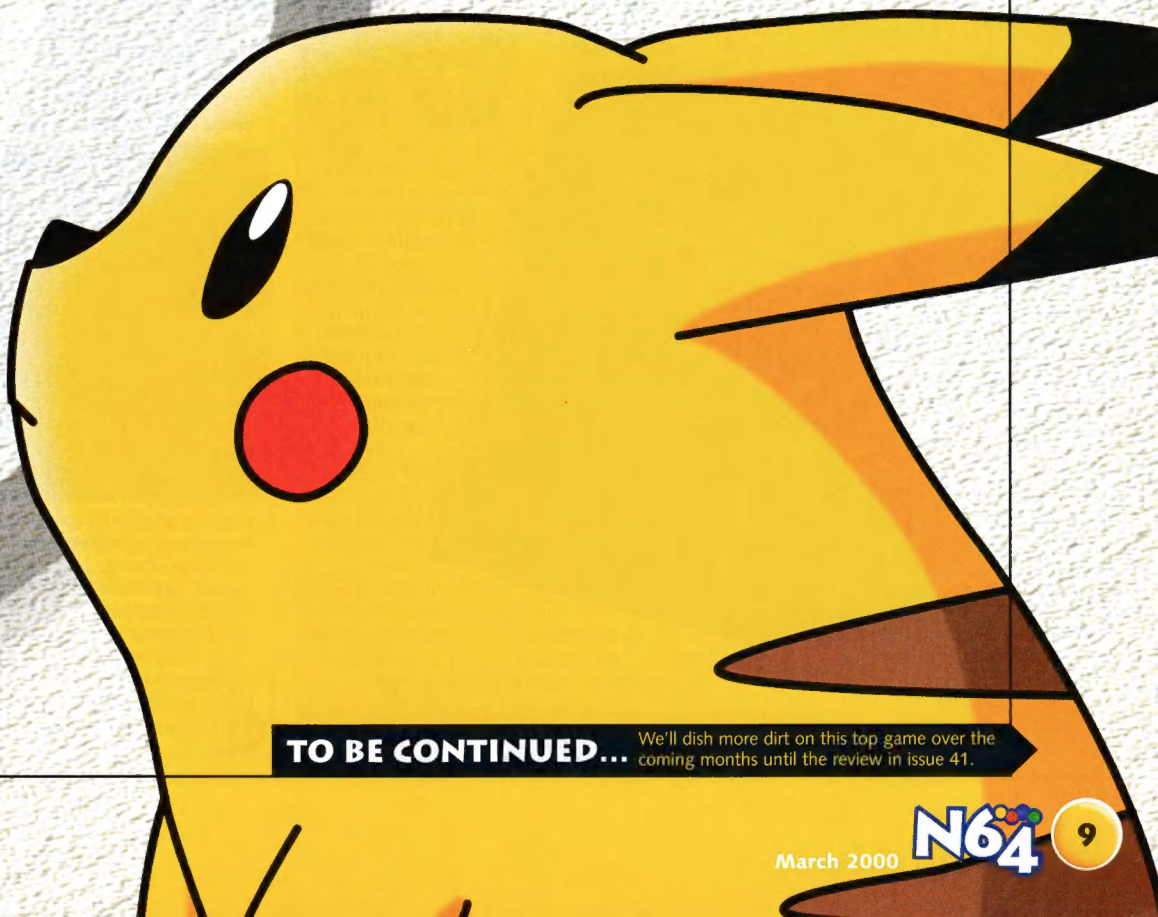
You can also play nine great *Mario Party*-style mini-games against three other players of the computer, including a hilarious hypnosis battle between four Drowzees. As soon as we get our hands on a fully translated version of the game, we'll let you know what else we can find tucked away in the cart. **Z**

STADIUM



△ Hello Pikachu! How's the electricity business these days? Excellent.

▽ Surely an intimidating sight for any opponent in the battle arena. Scary stuff.



TO BE CONTINUED... We'll dish more dirt on this top game over the coming months until the review in issue 41.



PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO

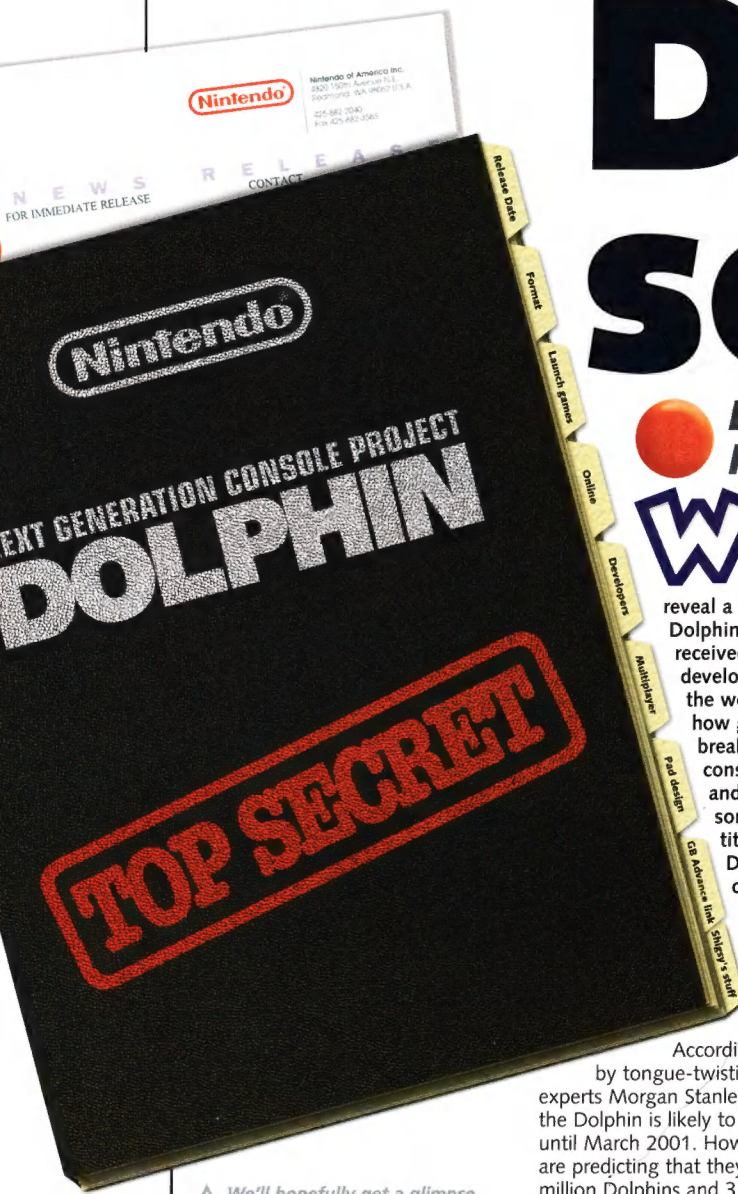


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PREVIEWS P16



Dolphin secrets!



Developers reveal juicy titbits about Nintendo's super-console...

With mere moments to go until Nintendo reveal a batch of new Dolphin info, we've received word from developers around the world on just how groundbreaking the new console will be – and uncovered all sorts of juicy titbits on Dolphin's capabilities.

First, though, there's mixed news about release dates.

According to a report by tongue-twisting financial experts Morgan Stanley Dean Witter, the Dolphin is likely to be delayed until March 2001. However, Nintendo are predicting that they'll sell up to 2 million Dolphins and 3 million games worldwide by March next year – a

feat that would prove physically impossible if the machine wasn't out by this Christmas. We'll find out who's right and who's wrong come the machine's launch – which, interestingly, Morgan and co. predict will be in America before Japan.

Whatever the release date, developers are already beavering away on Dolphin games. We've pestered them for their thoughts – and if you thought you were excited about Dolphin, wait until you hear the enthusiasm of these witnesses to Nintendo's next generation.

"When Nintendo say Dolphin is everything PlayStation 2 is and more," says Julian Eggebrecht of Factor 5, "That's something you can trust. The machine has so much power – you could spend literally years creating endless numbers of stunning-looking characters in one game." Jay Moon of Retro Studios also confirmed that Dolphin is "a great machine", but wouldn't reveal more – the Non-Disclosure Agreement he and other developers have signed with Nintendo means he has to zip his mouth or risk losing his license to develop for Dolphin.

Lef Pardew from Saffire is talking. "Because of the power of the Dolphin," he says, "It's not as important to know about the hardware. The visuals that we're developing on high-end PCs won't need 'downgrading', as Dolphin's power is so great." And what games can we expect? "We know there'll be 10 titles at launch, and the games we produce will build on the franchises we've had success with on the N64" – which should mean versions of *Xena* and *Top Gear Rally* for the new console.

Dolphin is already proving a developer favourite. One person we contacted believes that PlayStation 2 is "a pig to program", with serious restrictions that make the visuals less impressive than current coin-ops. "There will be better-looking games on the Dreamcast than Sony's machine," the source claims, which means Dolphin will wipe the floor with both of them.

Exciting stuff, then. A major Dolphin announcement was expected just after we sent this issue to the printers – we'll bring you all the news next issue.

△ We'll hopefully get a glimpse inside this folder next month.



FIGHT!
Pokémon... can be dangerous.
 Two mothers are facing court charges after a Pokémon related scrap at a bus stop in Honesdale, USA. A verbal argument over Pokémon trading cards escalated into merry violence, with one lady striking the other with a full cup of coffee. Hair-pulling ensued, and a third woman steamed in, knocking one of the combatants to the ground. If anyone has video footage, we'll pay hard cash.

RICHACHU 2
Pokémon... will like hat cakes.
 Last year's top five all-formats best-selling games in the US all featured the word Pokémon in their titles. They were, in order: *Blue, Red, Yellow, Pinball and Snap*. The addition of *Donkey Kong 64* and *Smash Bros* meant that Nintendo claimed an impressive seven of the top ten games. Now, how about doing some proper marketing over here too? Hmm?

POP-ÉMON
Pokémon... got the beat.
 Not content with conquering the gaming world, Pikachu and friends have their eyes firmly fixed on the Billboard pop charts too. The music from the Pokémon movie is lodged

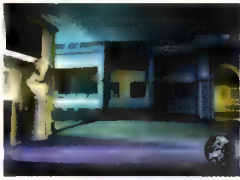
firmly at the top of the American soundtrack charts, having notched up zillions of sales. Featuring such nubile lovelies as Britney Spears and Christina Aguilera and the theme from the movie, the album is reputed to be 'not entirely unlistenable'. If you fancy checking it out for yourself it's now in the shops over here so take a stroll to your local music emporium.



Dolphin visuals revealed

An eye-goggling glimpse of Dolphin's potential...

You won't often see a Dreamcast game in the pages of **N64**. But there's a very good reason for Promethean Design's *Picasso* appearing here – the game is on its way to the Dolphin, and these shots of the Sega version offer a tantalising glimpse of what Dolphin games will actually look like.



Set in first-person, *Picasso* is an ingenious 'sneak-'em-up' where your aim is to steal prized paintings from art galleries, using a sack full of lock-picking, glass-cutting tricks. Imagine the game as a cross between *GoldenEye* and *Winback*, with guns and grenades replaced with micro-cameras and machines that can generate moving shadows.

But it's the visuals that impress the most, with the hero scaling gallery walls and stalking dimly-lit corridors in staggeringly high resolution, and the detail in the characters' faces bringing them closer to real-life than we ever

thought possible. Multiple lights play on the walls, infrared beams dance around rooms – and, incredibly, thanks to the Dolphin's world-beating graphical power, its version of *Picasso* should look *even better*.

It'll be a month or two before we see actual Dolphin

△ They're very early, but these shots demonstrate Dolphin's potential.

screenshots – and, when we do, expect Nintendo to blow everyone away with the most detailed visuals yet seen. In the meantime, though, feast your eyes on these work-in-progress *Picasso* screens for a mouth-watering taster of what to expect.

DOLPHIN SPEAK!

The third in our monthly guide to overly complicated Dolphin jargon...

No.3: ArtX

You've probably seen the name ArtX mentioned in many articles about Dolphin before, but who or what is it? Well ArtX is a new graphics chip company based in Palo Alto, California, founded by a group of former Silicon Graphics employees. Before they had even produced a single product, Nintendo signed them up to design the graphics hardware that will power the Dolphin – largely on the strength of the successful partnership with Silicon Graphics which resulted in the N64.

To dispel any doubts that a fledgling company wouldn't be able to come up with the



goods for such an important project as Dolphin, ArtX's silicon wizards have produced an impressive graphics chip (codenamed Aladdin) for budget PCs which generates 12.5 million polygons per second (the N64 manages around 150,000). Dolphin's chip will be considerably more powerful.



"Comes in with a bang, goes out with a whimper", as somebody once said. But inbetween banging and whimpering, March has some dates you should be aware of. The **N64 Diary** is here to tell all.

JES'S BIRTHDAY

March 5th
 Yup, the shiny-headed funster reaches the grand old age of 27 today. All presents gratefully received.

POKÉMON STADIUM

March 31st
 Coming with the transfer pak *Pokémon Stadium* hits the stores today. Now you too can watch a 3D Pika whup Squirtle's "ass". As Martin says.

RIDGE RACER 64

March 10th
 The N64 conversion of the popular PlayStation series of games is finally out on PAL. Watch out for our review next month.

N64/40 ON SALE

March 17th
 The latest issue of **N64 Magazine** hits the shelves today. Expect tip-top reviews, the latest news and the best tips. Perhaps.

TOP GEAR RALLY 2

March 17th
 Kemco's superb rally game is out today. And it's berr-illiant, as the yokels around these parts say. Including Tim.

TOP GEAR HYPERBIKE

March 17th
 Kemco's companion to *TGR2* should be out today. Either way we'll have the best review in the next issue of **N64 Magazine**. Yayuh!



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HOW MANY???

Pokémon... is bigger than ever in Japan.
Despite a few production hiccups caused by the Taiwan earthquake, *Pokémon Gold* and *Silver* have both sold by the truckload in Nintendo's native land. The most recent estimates suggest that ■ combined total of well over 5 million carts have been shifted, making it a huge success. Even with more than 11 million owners of the older games, the Japanese are still hungry for Pokémon titles.

POKÉMOM

Pokémon... can bring fame and fortune.
After a long and fairly sickly essay-writing competition involving 16,000 contestants, Diane Bergquist has been declared Ultimate PokéMom by the official Pokémon World Internet site. Thanks to her unsettling devotion to the furry cuties, she won ■ VIP Pokémon Beetle trip around New York and ■ \$1000 shopping spree. You can read her story at www.pokemon.com.

There's more



The **N64** MAGAZINE



Quiz

Roll on up for fifty quid's worth of questions...

With fifty pounds you could treat yourself to that game you always wanted, or five CDs, or a really big pile of sweets. We'd force Mark to get some new trainers, as his old ones are a bit scabby, but that's by-the-by. But you could get yourself anything you fancy – and, as it happens, you can win fifty pounds right here, courtesy of us, because we're lovely. Aaah.

Conker returns!

Toothsome rodent in revamp shocker!

Originally slated for release sometime last year, *Twelve Tales: Conker 64* did a disappearing act and vanished from sight. The only thing we knew about it was that it starred an insufferably cute squirrel and was apparently going to feature some kind of emotional response system, wherein facial features would change depending on circumstance.

Well, it's back – but not in its original guise. Presumably because the original brief was slightly too close to *Banjo-Kazooie* and *DK64* for comfort, the game has been retitled 'Conker's Bad Fur Day' (arf!) and undergone a complete re-fit and overhaul.

And we mean complete. As Rare themselves warn on the new part of their website dedicated to the game (www.rareware.com), the new Conker might not be what you were expecting. The most recent picture of the rosy-cheeked squirrel shows him with a particularly miffed look on his face, and, if you click on the Conker logo that's recently appeared on Rare's site, you'll be subjected to the sound of a Deep South accent insulting you with a plethora of shocking swear words (albeit bleeped-out ones).

Team 64 have been indulging in all manner of speculation as to exactly what this means. Are Rare prepared to 'sell out' with *Bad Fur Day*, filling the game with effing and blinding and appealing to the legions of South Park fans? Or is the swearsy ranting Texan and the construction noise that accompanies him simply a comedic way of explaining that the site isn't finished yet?

Whatever the case, we're no nearer to finding out what kind of game *Conker's Bad Fur Day* has turned into. Suggestions include a *Sonic Adventure*-style speedfest or some kind of woodland creature first-person shoot-'em-up. One thing's for sure, though – it's bound to be great, and we've been told to expect some 'important and exciting news' about *Conker* very soon. All will (hopefully) be revealed next month...



- 1 Who is 'lord of the ring'?
- 2 Where would you find the Moatside Door?
- 3 In which game would you be able to fly an A-10 Tankbuster?
- 4 "Time we called Rentokil".... but for what?
- 5 What would happen if you typed LOADED on a certain games' Password Screen?
- 6 Catherine Sales of Dublin – why is she in this issue?
- 7 Who fiddled with his "king size tub of germolene" this issue?
- 8 Wet Wet Wet – but which game?
- 9 Who "wrote a letter to myself asking me to marry me"?
- 10 Which game's tracks are "simply packed with invention and colour"?

HOW TO ENTER It's easier than falling asleep when Andrea's going on about her holidays! Send the form to:
Good Golly Quiz Folly: Ides of March, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

1. The closing date is 21st march.
2. Employees of Future Publishing, can't do it.
3. The winner will be chosen by Michael Winner in his weekly column Winners Dinners. Possibly.
4. The Editor's decision which will probably include the phrase "Doooon't you talk to me like that". will be final.
5. Re-re-wind, when the crowd say "boi", selecta.

Last month's winner was:
Ian Shanks from Basingstoke

The N64 Quiz My answers are as follows:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Good, no? Oh, and you'll probably be wanting this too...

Name _____ Address _____

Postcode _____

N64/39

NEW GOODS

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EVOLUTION CONTROLLER

Gamester • £29.99 • 01992 503133
If we could offer one piece of advice to anyone wanting to make a new controller, it would be: keep it simple. This offering is the latest in a long line of novelty controllers, and fails like the rest. The hand-held part contains a D-pad, triggers and the usual buttons, but the other component straps to your hand, and, using some newfangled technical flapdoodlery, recreates analogue movement (such as looking via the analogue stick in *GoldenEye*). Unfortunately, it's nigh-on impossible to calibrate the thing successfully, meaning you'll veer all over the shop and get seasick into the bargain. Yuck.

53%



PIKA-IN-A-CUP

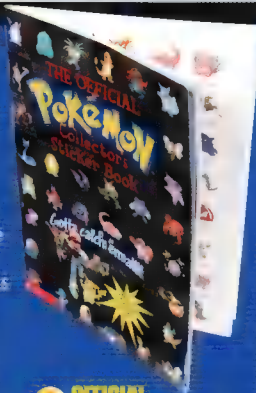
Project K • £4.99 • 0181 5081328
Very odd. More imported Japanese weirdness but it's quite charming in a doesn't make sense kind of way. The packaging proudly proclaims "Round! Round!" and that's what the little fella does when you've wound him up: scoots round and round. On a teacup, naturally. It's another fine example of some prime Jap tat and shows just how much Nintendo are milking our little yellow chum for all he's worth.

72%

POKÉMON BEANIES

Wicked Ware • £5.99 • 01993 844885
And so the second wave of plush Pokémon beanies hits our shores. And maybe it's just us, but we don't like these quite as much as the original batch. They're still good, but Pikachu, Eevee, Snorlax and the rest were a bit better realised than these three fellows, and a whole lot cuter. Gengar is quite nice and huggable, despite the rubbishy-painted eyes and teeth, but Raichu reminds us slightly of a camel and Mewtwo has some kind of neck tuff that makes him look like an Elizabethan fop. Albeit a cloned one with psychic powers.

80%



OFFICIAL POKÉMON COLLECTOR'S STICKER BOOK

Scholastic • £3.99 • available from all good bookshops

This is an excellent tie-in with *Pokémon Red* and *Blue*. Containing stickers of every single Pokémon – apart, naturally, from 151st rarity Mew – all in lovely full colour. The rest of the book is made up of entries for every Pokémon (on which you place your sticker when that Pokémon is captured) including space for stacks of info, such as nicknames, date of capture, what Pokémon that particular Pokémon has beaten, and so on. A great, at-a-glance Pokémon diary, then. Great stuff.

85%

LET'S FIND POKÉMON!

www.amazon.com • \$11.95
Remember those 'Where's Wally' books where you had to find the titular Wally in amongst millions of people? Well, this book runs along the same lines, except that you have to find certain Pokémon. It's a slim book, but it's packed with entertainingly crammed dioramas featuring every single Pokémon. The book sets mostly simple challenges, but a fair few hard ones, too – such as finding Mew who appears only once throughout the whole book. And certain Pokémon appearing in every picture tell a story when you link them all together. Very nice – and all-in-all an entertaining novelty for the younger Poke-fanatic.

87%



CONTROLLER PLUS 64 SPECIAL EDITION

Joytech • £19.99 • 0181 960 8606

On the face of it, this is tremendous value. A controller – complete with Slow and Turbo functions – along with a combined jolt/memory pak and a good quality scart-lead, which is superb if you own a telly with a scart socket. However, in reality, this isn't something we'd advise you to spend your money on, as the pad itself is a thing of rubbish. The analogue stick is stiff and unresponsive and features a twizzly top like so many other sub-standard third party pads. And the garish silver coating isn't too pleasant either. One nameless member of Team 64 picked up the pad and proclaimed that it "felt like pure evil", which is a bit harsh, but actually quite close to the truth.

62%

WIN! POKÉMON BEANIES



Ah, Pokémon. We thought we'd be sick of them by now, but they're as loveable as ever, the little scamps. And we've got three furry and cuddly Pokémon beanies to give away, to one lucky reader. Simply answer the simple question below and Gengar, Raichu and Mewtwo can be yours forever. Ace.

Which Pokémon, much like Mr KItts, likes to sleep all day?

Answers on the back of a postcard to:
Jacksnorey Compo, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 21st March.



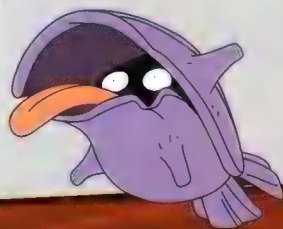
GO!
GO!



UNSTOPPABLE
Pokémon... take over the world.

If you think Nintendo's UK marketing, courtesy of THE Games, is terrible, you should live in Norway. Despite absolutely no marketing, though, Pokémon is currently taking the country by storm, with the games, toys, cards and Pokémon Pikachu virtual pets

(retailing at an expensive \$40) currently flying off the shelves. Pokémon strike again!



NEW GAMES!
Pokémon... just keep on coming.

America will be getting a whole new Pokémon Game Boy game this summer, with a PAL release hopefully not too far behind. The game's called *Pokémon Attack*, and promises to be a puzzle game of sorts. Early rumours point

towards it being a Puzzle Bobble variant with Pokémon instead of small dragons.



RETROWORLD

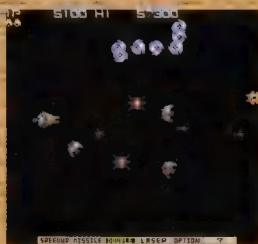
Titles that've stood the test of time.



GRADIUS
 NES • 1987
 Scrolling shooters are currently enjoying something of a renaissance, with the Game Boy playing host to the superb *R-Type DX*, and Treasure's *Bangaio* glued to Wil's N64 (see the review in N64/36). They both owe their existence to

this classic Konami blaster, better known over here as *Nemesis*. Until *Gradius*, shoot-'em-ups scattered their power-ups

around each level, giving you a simple option: pick them up, or don't. Konami, though, listed the various power-ups at the bottom of the screen (2x fire, shield, floating orb, and the infamous '?'), let destroyed enemies drop 'cash', and allowed you to buy power-ups at any time.



Subsequently, the decision was yours whether to save your money for the meatier weapons, or fritter it away on less powerful goodies. *Gradius* was also the first game to feature helpful 'options', which floated around your ship and added their own firepower to yours – the inspiration for *R-Type*'s detachable 'Force' orb. The options allowed *Gradius* a slightly tactical turn: prior to each mission, it was necessary to choose the formation your hovering buddies would take, which

could often make the difference between success and failure.

Areas where *Gradius* didn't innovate included: the swarms of skittering alien ships trying their best to knock you from the sky, the appearance of awesome, screen-filling end-of-level baddies, and sections where tight control of your ship was as important as a fast trigger finger.

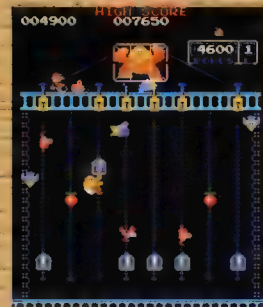
As well as numerous imitators and clones, Konami's game spawned countless sequels, including *Gradius III* on the SNES and the 3D-esque *Gradius Solar Assault* in the arcades. The NES original looks basic by comparison, but as the granddaddy of games like *Lylat Wars*, it's worth tracking down:

DONKEY KONG JR
 Arcade • 1982
 Famous as the only game in Nintendo history where Mario was the bad guy, *Donkey Kong Jr* was what Shigeru Miyamoto did next after the staggering success of the girder-climbing original.

To his credit, Shigsy chose not to slap out a quick variation on *Donkey Kong* and wait for the big bucks to come rolling in once again. With Kong locked up in a cage by evil Mario, you played the big ape's baby son, with a mission to collect the keys that would free your daddy. There were no girders this time – just levels full of vines and ropes for the monkey child to shimmy up.

Although the four separate screens demonstrated Nintendo's level designing skills at their best, much of *Donkey Kong Jr*'s appeal lay in the expression on DK Jr's little face. With his big eyes and giant frown, he looked on the verge of tears, and the bemused look he gave when Mario dragged his dad off to a new level was priceless.

In practice, it was usually you crying the tears during the game. Just like its prequel, *DK Jr* was unforgiveably tricky, and the assorted birds, clockwork teeth and other bad guys conspired to finish off all your lives within seconds.



That's if you were playing fairly – a trick was discovered soon after the game's release which gave unscrupulous gamers infinite lives for their 10p piece.

Of course, the Kongs are all grown up now. Daddy Kong is cooking up potions as Cranky Kong, and Kong Jr has matured into the full-grown Donkey Kong. See them in modern-day 3D in Rare's *DK64*.

MARK GREEN

Top 5 GB Retro Updates

The Game Boy versions of classic games that we're most looking forward to...

GHOSTS 'N Goblins Capcom • Feb	A pre- <i>Resident Evil</i> zombie-filled coin-op from Capcom, squeezed into the Game Boy.
MICRO MACHINES Twin Turbo Codemasters • March	A brilliant return to <i>Micro Machines</i> ' simplistic top-down origins on the NES.
METAL GEAR Ghost Babel Konami • TBC	Solid Snake tiptoes his way onto the Game Boy in a NES-style Metal Gear adventure.
BIONIC COMMANDO Elite Forces Capcom • March	Imagine a whole game based around Link's hookshot – that's <i>Bionic Commando</i> .
PUZZLE BOBBLE CLASSIC Taito • TBA	A scrolling interpretation of <i>Bub</i> – Bob's original bubble-popping platformer.

N64

MAGAZINE

WIN!
Colour N64
and game
of your
choice!

MILLENNIUM READERS AWARDS

Vote for your favourite N64 game of the millennium!

Cast your mind back 12 months and you might recall the astonishingly good *Legend of Zelda* topping 1999's N64 Reader Awards write-in. But it was a battle to the last with the brilliant *Banjo-Kazooie* and *Turok 2*, and this year's special millennium event promises to be even more of a scrap – especially as you can now vote for your top N64 game of all-time!

Yup, in a two-in-one spectacular, you'll now be able to vote for the best game of the year (that's for the May 1999-May 2000 period which takes in such classics as *Shadowman*, *Jet Force Gemini* and *Donkey Kong 64*) and – for the very first time – vote for what you think is the best game on the N64 ever. That's ever, mind, so we're talking about *Mario*, *GoldenEye* and *Zelda*, here, plus a host of others including *Mario Kart* and *Lylat Wars*.

All you need to do is fill out both sides of the form below, scribbling in your top five N64 games of the past year and then, even more excitingly, your top five games of the millennium. Just remember your top five games of the year have to be from the period starting May 1999 (that's N64/28 onwards), so the likes of *Zelda* don't apply here. However, they do apply for the millennium list – in fact any N64 game you care to mention does!



VOTE AND WIN! Yup, just so you've got an extra reason to drop your forms into the post, we've gone and got a limited edition colour N64 into the office to give away to one lucky reader. It's yours – plus a game of your choice – if your form ends up being the first plucked out of the bag. Handy!

cut out and send

N64 MAGAZINE MILLENNIUM READERS AWARDS

	My five favourite N64 games of the year were...	My five favourite N64 games of all time are...
Best game		
2nd		
3rd		
4th		
5th		

My name is:

and I live at:

.....

.....



PLANET 64

COMING SOON

Updating you on the N64 games of the future

QUICK JUMPTO



ZELDA GAIDEN



BATTLETANX



KIRBY 64



BLUES BROTHERS 2000

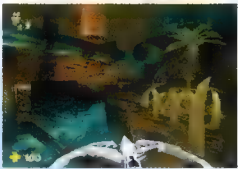


NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

Why 'Oblivion'?

He's the villain in *Turok 3*, as hinted at the end of *Turok 2*.



I see. Don't seem to be many dinosaurs...

Well, the games only at an early stage but you will see some more prehistoric environments and creatures, mixed up with modern locations – such as the city you can see in these shots, wherein you take part in a SWAT team assault on a monster-held building.

Aces. Anything else?

Yup, there are three different characters to play as this time. See Mark's voice-acting feature on page 116 for more information.

INFO BURST

TUROK 3: OBLIVION

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?



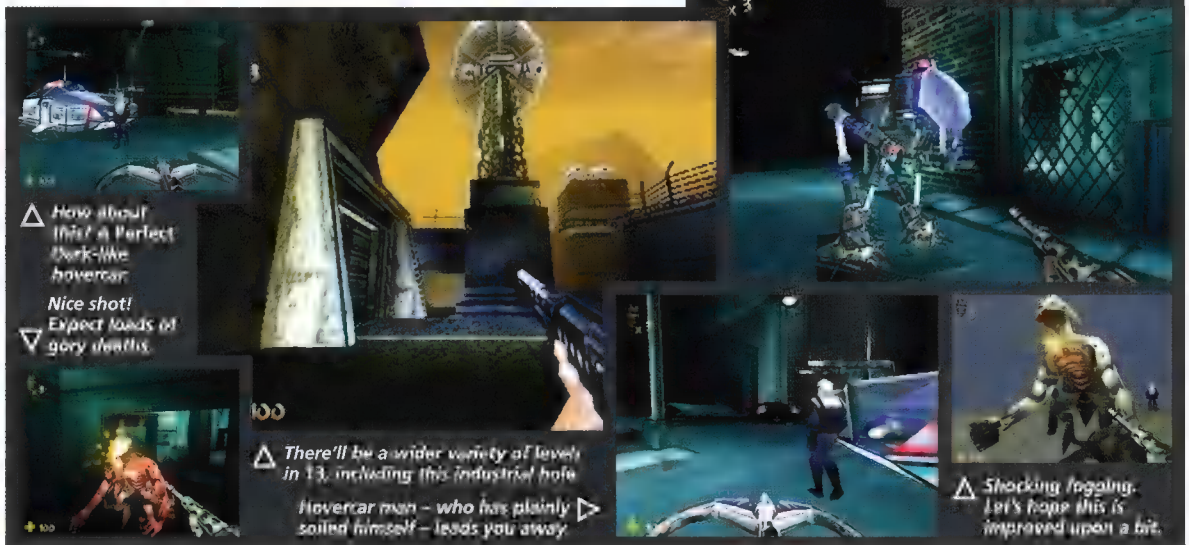
October worldwide

ANTICIPATION RATING



Turok 3 Shadow of Oblivion

The 'Rok returns – in style!



How about this? A Perfect Hawk-like hovercar. Nice shot! Expect loads of gory deaths.

There'll be a wider variety of levels in *T3*, including this industrial hoth. Hovercar man – who has plainly soiled himself – leads you away.

A non-lawyer-baiting version of ED 209 from *RoboCop*.

Shocking fogging. Let's hope this is improved upon a bit.

Blimy. Look at this! The very first shots – anywhere – of *Turok 3*, the latest blockbuster from Acclaim. And after the brave, and successful, multiplayer-based experiment that was *Rage Wars*, it's back to a more traditional offering for *The Shadow of Oblivion*.

You can still expect plenty of multiplayer options – there's going to be

around 41 multiplayer arenas! – but this true sequel to the million-selling *Turok 2* will concentrate on offering an epic quest for the single-player, taking in all the criticisms levelled at *Turok 2*.

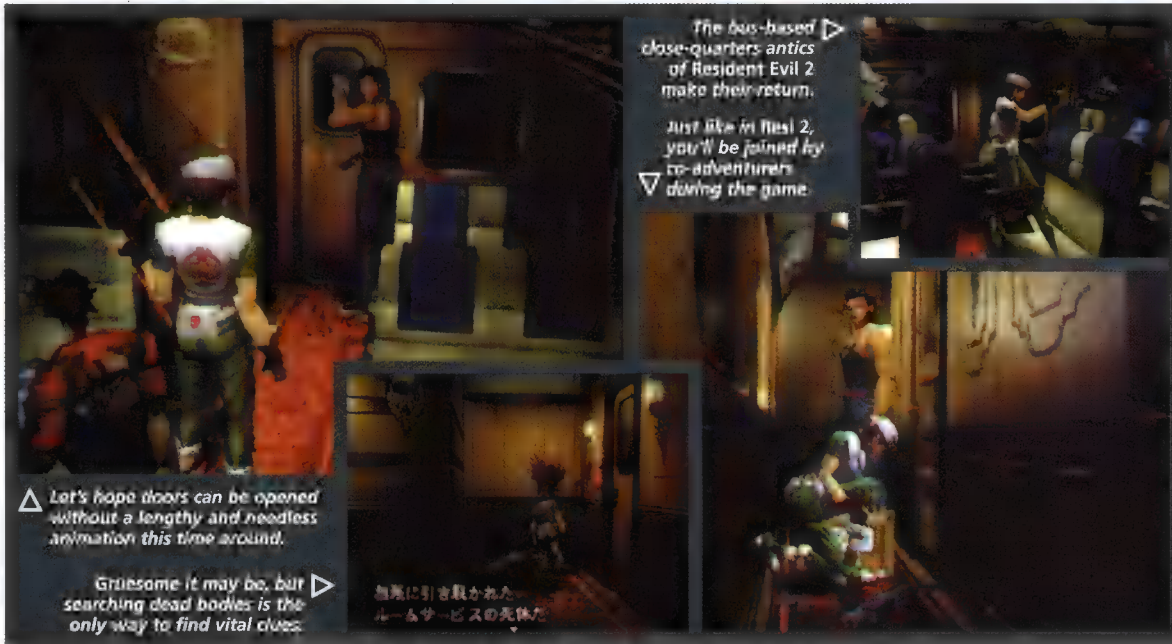
In particular, there'll be more save points and smaller levels; getting lost within *Turok 2*'s vast levels happened all too frequently – specifically on level four – and it proved to be very frustrating. As

you'd expect, there'll also be a whole host of new and ludicrously violent weapons – around 25, we here – and the game should feature an improved version of *Rage Wars*' nigh-on perfect control system. So, plenty to look forward to.

Although the games projected October release date is still a way off, we're expecting great things from this. More next month.



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



The bus-based close-quarters antics of Resident Evil 2 make their return. Just like in Titles 2, you'll be joined by co-adventurers during the game.

Let's hope floors can be opened without a lengthy and needless animation this time around.

Grotesque it may be, but searching dead bodies is the only way to find vital clues.

Resident Evil Zero

First screens of Capcom's new N64 Resident Evil game!

Along with the equally mysterious *Metroid 64*, *Resident Evil Zero* has been one of gaming's favourite rumours over the past couple of years. But, in a low-key unveiling, Capcom finally confirmed that their much-hoped-for N64-only *Resident Evil* game is definitely in development – something borne out by the unveiling of seven lip-trembling new screenshots.

Zero, a prequel to the first *Resident Evil* game, hasn't yet been confirmed for release in the West, but with the storming success of *Resident Evil 2* on the N64, and the pull of the massively lucrative US market, it surely can't be long before Capcom start talking about a translation.

Gameplay details are still thin on the ground, and a release date in Japan hasn't even been pencilled in, but reports suggest that *Zero's* a fair way along the



development cycle. And, because of the story-linking between this and the first *Resident Evil*, we're still hopeful that Nintendo and conversion house Angel might pull an N64 version of *Resident*

Evil out of the bag. Then gamers could play through *Zero* and see how the story progresses through to *Resident Evil*.

Don't hold your breath, though...

Q & A

So, a prequel, then?
Yup. Apparently Zero will answer all the questions that were posed to PlayStation owners in the first *Resident Evil*.



Like?
Like what happened to the S.T.A.R.S team that was sent to the mansion in the first game and who exactly the Umbrella Corporation are. Of course, if you haven't played the first *Resident Evil*, the events in *Zero* might not be quite so exciting. Still, can't argue with an N64-only *Resident Evil* game.

And there'll be blood...
Oh, yes. Tonnes of the stuff. To placate Nintendo, there'll be the option to change the colour or switch it off completely. But with gore set to 'High' and blood colour to 'Red', there'll be plenty of haemoglobin in the house.

And weapons a-plenty?
Naturally. The usual assortment of pistols and shotguns will be on hand and the ever-popular flamethrower will make its fiery return. There'll also be one or two juicy new weapons. Lovely.

INFO BURST

RESIDENT EVIL ZERO	
FROM:	Capcom
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
 TBA TBA Autumn

ANTICIPATION RATING



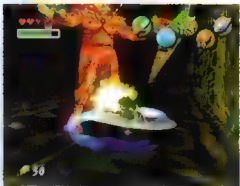
Q & A

Why the delay between the Jap and English releases?

Probably because we're getting Perfect Dark, which the Japanese couldn't care less about. You rarely see more than one blockbuster title from Nintendo in any six month period, so maybe the marketing bods are stretching things out a bit until Dolphin arrives.

Can I play the Jap version?

There's nothing to stop you, but you'll miss out on the lovingly created plot details. Hardcore Zelda fans won't care too much about that though. Finishing a Jap Zelda game is the mark of a true gaming nut.



Zelda Mask of Mujula

Link's epic adventure unmasked.

Nintendo's big in-house project for 2000 now has a slightly more Westernised name.

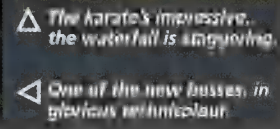
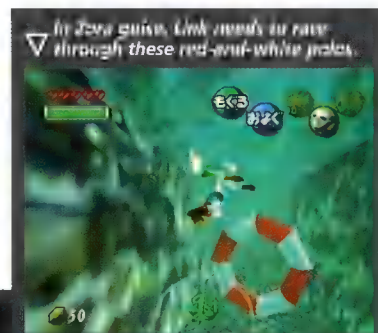
Mask of Mujula replaces the previous title *Gaiden* (meaning 'side story') and the game looks on course to make its projected release date in Japan, at around the same time gamers in Europe and the US are feasting on *Perfect Dark*.

INFO BURST

ZELDA: MASK OF MUJULA	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
Christmas	April
ANTICIPATION RATING	
●●●●●	

We'll have to wait a while longer before we see an English translation of the latest instalment in the *Zelda* saga, since it isn't due out over here until

Christmas, but it looks as if Link's quest to save Hyrule from an apocalyptic encounter with the Moon will be well worth waiting for. Check out last month's Special Investigation for an in-depth look at the gameplay and plot details. For now, feast your eyes on these new expansion pak-enhanced screenshots. Looking sweet, isn't it? **N**



Will Kirby 'kick ass' like he did in Super Smash Bros?

Not quite, although he is a force to be reckoned with when he opens that cavernous mouth and starts hoovering up baddies, left, right and centre. The little pink blob will eat pretty much anything.



And what happens to Kirby when he swallows these creatures?

Well he might just get a handy new ability out of their nutritious bodies. Kirby's power meter allows him limited use of special moves such as morphing into a spiky pink thing, a large refrigerator or a whacking great slab of granite rock! The *Kirbster* doesn't just rule. He owns.

Kirby 64

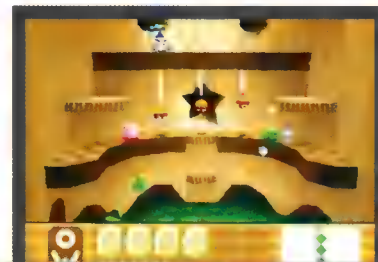
Fresh shots of our bubblegum hero.

We can't wait to get our hands on Kirby's first proper N64 game. The cute pink marshmallow last entertained us in *Super Smash Bros*, where he proved to be pretty handy with his stubby fists, and if you flip forward to page 30, you'll find a retro review of one of his finest moments, *Kirby's Dream Land* on the Game Boy.

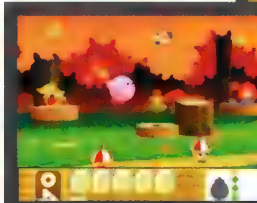
INFO BURST

KIRBY 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No
WHEN'S IT OUT?	
Summer	Spring
ANTICIPATION RATING	
●●●●●	

Kirby 64 is a similar sort of game, featuring 2D platform action and a superb 3D camera that moves around to offer panoramic views of PuPuPu Land and its colourful inhabitants. Kirby uses his enormous mouth to slurp up enemies, either spitting them out as projectile weapons or swallowing them whole to absorb any special abilities they may be carrying. We should have a finished copy in a couple of months, which is when we'll bring you a review in Import Arena. **N**



△ Kirby 64 is filled with both horizontal and vertical levels.
▽ Gosh but effective primary abilities are Kirby's specialty!



NEW PICS NEW PICS NEW PICS NEW PICS



△ The multiplayer is superb – grab the nuclear bomb and you can obliterate any tank within a five mile radius.

Battle Tanx Global Assault

3DO unleash their multiplayer madness...

Despite the original *BattleTanx* unfortunately never gaining a PAL release, 3DO have seen fit to unleash the sequel on an unsuspecting British public. And, having sat down with the game, it looks like we're all in for a bit of a treat.

The single-player game is an enjoyable string of battles linked by a storyline and evolving mission objectives but, of course, the meat of *Global Assault* lies in the multiplayer. It's tremendous fun, incorporating huge levels based on various cities (our favourite has got to be London) and a wide selection of amusingly destructive weaponry. With four people playing, the game still runs smoothly and there's no slow-down, making for some superbly enjoyable battles.

So, whilst we're a little worried about the longevity of the single-player game, the multiplayer gets a hefty thumbs-up. After all, any game that's been able, however momentarily, to drag us away from the likes of *GoldenEye*, *Mario Kart* and *Super Smash Bros* has got to be worth looking forward to. Expect to see a full review of *Global Assault* in the very next issue. We can't wait.



△ Fair not – the fogging in the distance is there purely for effect.

Q & A

● Sounds fun. Tell me more about the weapons.

Well, there are remote gun turrets that can be dropped, mines that shoot laser-assisted rockets into the air and, best of all, a manually-controlled guided missile, which is brilliant.



● And what about the tanks?

There are 12 of them altogether and all come with differing abilities, from huge howitzer-assisted behemoths to small half-tracks that can strafe. There's even one equipped with a flamethrower which is absolutely fantastic.



● Is there anything else?

Well, you can join different gangs, each of which has access to certain tanks and weaponry – when you get killed, you have the chance to re-enter the action in a different tank, picked from a pool of vehicles available. It's a great system.

INFO BURST

BATTLETANK GLOBAL ASSAULT	
FROM:	3DO
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?



Now March TBA

ANTICIPATION RATING



The Coolest Competition

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a Pager



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Personal MP3 player



0906 960 3266

WIN!
GUESS WHO?



0906 960 3267

A MIDI HI-FI

WIN!
a TeleVideo combination



0906 960 3268

WIN!
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0906 960 3269

WIN!
Mini Disc Player



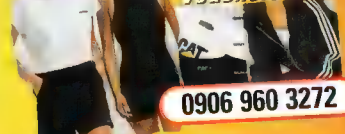
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WIN!
Mobile Phone



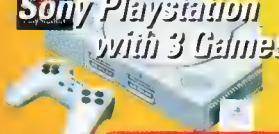
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0906 960 3272

WIN!
Sony Playstation with 3 Games



0906 960 3273

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WIN!
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Q & A

Another rally game? It's not as if we're short of them.

True, what with V-Rally, Top Gear Rally and the upcoming Top Gear Rally 2. But Rally Championship features officially licensed cars which are bound to appeal to racing fans who'll be able to belt around in anything from a rather ordinary Skoda Octavia to the more sporty Subaru Impreza.



Impressive!
Yep. And players will also be able to customise their cars, adjusting things like tyres, spoilers and suspension to change the way the vehicle handles. They can then test the improvements they've made in the practice mode.

A typical platformer, then?

Pretty much. Four 3D worlds to explore, taking in environments such as sewers, church graveyards, forests and prisons.

Any innovations?

Just one so far: Elwood can use his trademark black hat as a weapon, chucking it towards enemies for a long-distance kill.

Why the dancing?

Blues Brothers' musical puzzles appear to work in a similar way to those in Ocarina of Time. Expect Rhythm & Blues rather than ocarina-based music, though.

What R&B cuts can we expect?

Tunes such as Sam & Dave's 'Soul Man'.

Eh?

You know: 'Souuuul Maa-aan. Do-do-do, de-do-do do-do.'

Do-do-do?

Er, yep.

Rally Championship 64

The sequel to Multi-Racing Championship!

Waaaay back in N64/5 we reviewed *Multi-Racing Championship*, the N64's very first rally game. Two-and-a-half years later developers Genki are back, and determined to put right everything that was wrong with their

first racer in *Rally Championship*, the unofficial sequel. And it all seems to be coming together nicely.

There'll be nine tracks in *Rally Championship*, and they'll all come with differing weather effects which change as you progress through the game. A

plethora of special effects will add to the off-road action: dry tracks will see you kicking up clouds of dust, wet tracks will be accompanied by the spraying of mud, and puffs of snow and slush will be spread over the more wintry levels. Different times of day also come into

effect and the headlight-assisted night-driving is looking particularly sweet.

Throw in a selection of real, officially licensed cars and a four-player mode and we're certainly looking forward to this. Fingers definitely crossed, then.

INFO BURST

RALLY CHAMPIONSHIP 64

FROM: Genki

CART SIZE: 128Mbit

HOW MANY PLAYERS: 1-4

CONTROLLER PAK: Yes

EXPANSION PAK: No

RUMBLE PAK: Yes

TRANSFER PAK: No

WHEN'S IT OUT?

USA: Easter 2000

UK: May

JPN: TBA

ANTICIPATION RATING

●●●●●

Genki have dug deep into their pockets and paid for a horde of officially licensed cars.

POSITION 8/9

BEST LAP 1'08"16

LAP TIME 0'41"34

With nine cars on the track, fighting your way to the front will be anything but easy.

ARCADE

MACHINE

TOYOTA COROLLA WRC

3'18"19

2nd

3'18"19

1st

Players one and two stop off mid-race for coffee and sandwiches.

Blues Brothers 2000

Looking so bright, we gotta wear shades.

It's hardly the greatest film license in the world – as a movie sequel, *Blues Brothers 2000* is right up there with *Ghostbusters II*. But, with Titus having worked a little bit of magic with a duff license in *Xena: Warrior Princess*, maybe the game of *Blues Brothers 2000* will surprise us.

INFO BURST

BLUES BROTHERS 2000

FROM: Titus

CART SIZE: 128Mbit

HOW MANY PLAYERS: 1

CONTROLLER PAK: Yes

EXPANSION PAK: No

RUMBLE PAK: Yes

TRANSFER PAK: No

WHEN'S IT OUT?

USA: March

UK: May

JPN: TBA

ANTICIPATION RATING

●●●●●

It's a very Banjo-esque 3D platformer, with you taking the role of the movie's hero, Elwood Blues, as he collects money lying around the 25 levels, bops spiders and skeletons, and argues with squat Italian

There are both night and day levels, a bit like in DK64.

To pass the bridgekeeper, just face the music and dance.

Getting jiggly with it in order to finish off a boss.

Pretty. It's looking better than the movie already.

bridgekeepers. Interestingly – and in keeping with the Blues Brothers theme – you'll need to prove your dancing and singing skills to get past certain points.

There promises to be a generous sharing of puzzles and screen-filling bosses to keep things ticking along, and

the game boasts a soundtrack licensed from the film, featuring full-length versions of several R&B classics. So, here's hoping *Blues Brothers 2000* turns out to be a *GoldenEye* of a film-licensed game, rather than a *Mission: Impossible*.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



▲ Made it! A shot worthy of Mr Woods himself.
 ▲ Saffire certainly know their stuff, so CyberTiger should be tops. A golf course seemingly set in the depths of hell.

▲ At that an alien spaceship in the distance there! Saffire obviously have a healthy sense of humour.

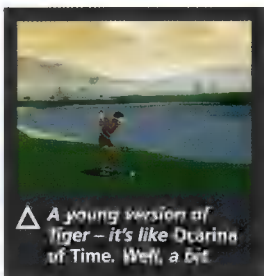
CyberTiger Woods Golf

Grrrrr! Tiger takes on the might of Mario...

In the world of N64 golf games, *Mario Golf* ranks as far and away the best. Which is why EA – previously responsible for the world's most accurate, and dull, 'club' sims – have turned their lucrative Tiger Woods license into something altogether more interesting.

Taking its cue from Nintendo's fantastically entertaining golf game, *CyberTiger* throws four of the world's most famous courses and probably its most famous golfer into a cartoony land filled with lollipop trees and Tom and Jerry sound effects. The result is a game pretty similar to *Mario Golf*, which was itself a cunning mix of the outlandish and realistic.

Quite whether it can compete with *Mario Golf* – a game, let's face it, that made golf seem like the most entertaining sport on Earth – is another matter, but the switch from the real-life boredom of the PGA games is at least a firm step in the right direction. We'll find out how good *CyberTiger* is in a couple of months time, when review copies turn up at N64...



▲ A young version of Tiger – it's like *Daring of Time*. Well, a bit.

Q & A

It's like *Mario Golf*, but is it as good?
 Difficult to tell from the early-ish version we got to look at, but, well, probably not. It is, however, a vast improvement on previous EA golf games – and much more fun.



Why?
 Well, there's a wealth of hidden characters and courses, as well as trick shots and power-ups. There's also a Player Editor, where you can create an army of freaks to take out onto the fairways, and a one-button novice mode where you can pull off 300 yard drives without the bother of a swing meter. And it's all being done by the ultra-reliable Saffire.



And who are they?
 The team of people responsible for the technically brilliant and hugely accomplished *Rainbow Six* and *Top Gear Rally 2*. *CyberTiger* should definitely be worth waiting for, we reckon.

INFO BURST

CYBERTIGER WOODS GOLF	
FROM:	EA
CART SIZE:	128Mb/ft
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?
 USA: March UK: March JPN: TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

Good news! After realising it's a top piece of sub-*GoldenEye* stealth action, Virgin have signed up Koal's excellent *WinBack*, and are looking to release it around May time. The game requires little localisation, as the US version has been out since before *Chrimbo*.

Factor 5, the talented German folk behind *Rogue Squadron*, told N64 this month that they could no longer talk about their Dolphin game, *Thornado*, as Nintendo have requested that all next generation news remain firmly in the drawer marked 'secret'. Which, if you ask us, suggests Ninty are readying themselves for a big-scale announcement some time very soon...

Our spies in the US have confirmed that *Turok 3*, Acclaim's last big game on the N64, has been pushed forward to an October release to avoid any *Zelda Gaiden*-style competition, and to try and make as much money as quickly as possible before next year's Dolphin launch. As the in-game shots on page 16 show, the game is looking excellent.

Mission: Impossible 2, the long-awaited sequel to Infogrames' pretty poor spy game, has been indefinitely put on hold. Originally supposed to use the same engine as astonishing PC game *Outcast*, *Mission 2* is being held over for a Dolphin release, and to tie in better with the Cruise-filled, John Woo-directed film, which has been pencilled in for release some time in October.

And, finally, Ubi Soft have told N64 that they've got three new projects in development, including this month's excellent *F1 Racing Championship*. One is believed to be a *Batman* game. Incredibly, they also said they're getting Dolphin kits in March – well ahead of schedule!



▲ *Winback* should be sneaking into the UK some time in May.

Planet 64 Information Station is your one-stop spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most highly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
most wanted • most played

GAME Top 10 Official UK N64 chart

NEW! 	1 Resident Evil 2 New entry Released: 01/98 Issue 36 90%		6 Bomberman Hero New entry Released: 10/98 Issue 21 66%
	2 Vigilante 8 Re-entry Released: 04/99 Issue 28 74%		7 WWF Wrestlemania Last month's chart position - 2 Released: 12/99 Issue 36 90%
NEW! 	3 Toy Story 2 New entry Released: 01/98 Issue 39 71%		8 Rogue Squadron Re-entry Released: 11/99 Issue 25 85%
	4 Super Mario Re-entry Released: 03/97 Issue 1 96%		9 Donkey Kong 64 Last month's chart position - 1 Released: 11/99 Issue 36 93%
	5 F-Zero X Re-entry Released: 11/98 Issue 22 91%	NEW! 	10 Knife Edge New entry Released: 01/99 Issue 24 42%
Top 5 Import chart Source: CA Games (0141 334 3901)		3 Asteroids Crave • ACT Issue 38 • 53%	
1 Mario Party 2 Nintendo • TAB Issue 39 • 87%		4 Resident Evil 2 Capcom • ACT Issue 36 • 90%	
2 Pokémon Stadium Nintendo • ETC Issue 32 • 83%		5 Space Invaders Activision • SHT Issue 40 • TBC	

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VALID FROM 22ND FEB TO 17TH MARCH 2000

N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1 Donkey Kong 64 Rare ACT Issue 36 • 93%	Perfect Dark Rare ACT UK: April USA: April	1 DK64 Rare ACT Issue 36 • 93%	Perfect Dark Rare ACT UK: April USA: April
2 South Park Rally Activision RAC Issue 38 • 88%	Zelda Gaiden Nintendo ACT JPN: March UK: Christmas	2 Jet Force Gemini Rare ACT Issue 34 • 93%	Zelda Gaiden Nintendo ACT UK: Christmas Japan: March
3 ECW Hardcore Revolution Acclaim FGT Issue 39 • 80%	Banjo-Tooie Rare ACT USA: Summer	3 Zelda 64 Nintendo ACT Issue 23 • 98%	Pokémon Stadium Nintendo ACT UK: April USA: Out Now
4 Smash Bros Nintendo ACT Issue 36 • 90%	Conker's Bad Fur Day Rare TBA UK: Autumn	4 Shadowman Rare ACT Issue 32 • 93%	Banjo-Tooie Rare ACT UK: Summer USA: Summer
5 GoldenEye Rare/Nintendo ACT Issue 9 • 94%	Resident Evil Zero Capcom ACT UK: TBA Japan: Autumn	5 GoldenEye Rare ACT Issue 9 • 94%	Conker's Bad Fur Day Rare TBA UK: Autumn USA: Autumn

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide - updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name **Publisher Type** **Country**

• Nintendo 64

February

Battlezone	Crave	ACT	US
Castlevania: Legacy of Darkness	Konami	ACT	UK
Custom Robo	Nintendo	ACT	JPN
Space Invaders	Activision	SHT	UK
Super Mario 2000	EA	SPT	UK
Viewpoint 2064	Sammy	ACT	JPN
Wipeout 3: Second Offense	Activision	ACT	US/UK

March

Baseball Dodge	Infogrames	ACT	US/UK
Hydro Thunder	Midway	RAC	US
ISS Millennium	Konami	SPT	UK
Rally Masters	Infogrames	RAC	UK
Taz Power	Infogrames	ACT	UK
Top Gear Hyperbike	Kemco	RAC	US
X-Men	Activision	ACT	US
Zelda Gaiden	Nintendo	RPG	JPN

April

Defenders	Kemco	SHT	US/UK
Excitebike 64	Nintendo	RAC	US/UK
Harvest Moon 64	Natsume	RPG	UK
Mario Party 2	Nintendo	TAB	UK
Pinball Dink	Rare	SHT	US/UK
Pool Party Stadium	Nintendo	ETC	UK
Ridge Racer 64	Namco	RAC	ALL
Tony Hawk's Skateboarding	Activision	SPT	US/UK

2000/TBA

3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animanics Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Baseball 2000	Rare	ACT	US/UK
Big Mountain 2000	South Peak	SPT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bombman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Cyber Tiger 2000	EA	SPT	UK
DethKarz	GT	RAC	US
Donald Duck	Ubi Soft	ACT	US/UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dream Sword	Interactive St	ACT	UK
Eternal Darkness	Nintendo	ACT	US

Game name **Publisher Type** **Country**

Extreme Sports	Eidos	SPT	UK
Five Star Hunk	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Harrier 2001	Video System	SIM	UK
Hercules: Legendary Journeys	Titus	ACT	US
Grand Theft Auto 64	Take 2	ACT	UK
Jet	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Killer Instinct 3	Rare	FGT	US/UK
Kirby 64	Nintendo	ACT	JPN
Magic Flute	Sunsoft	ACT	JPN
Milky Way Speedway USA	Nintendo	RAC	US/UK
Mini Racers	Nintendo	RAC	US/UK
Minion: The Misadventures of Simon the Sorcerer 3	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NFL Blitz 2000	Midway	SPT	UK
NHL Blade of Steel 99	Konami	SPT	US/UK
NomenQuest	T+HQ	RPG	US
C.O.T	Psygnosis	RPG	UK
Original Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	-	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Pakistan Trip	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Resident Evil Zero	Capcom	ACT	ALL
Robbedy Crystal Dreams	Capcom	ACT	US/UK
Rika	Nintendo	ACT	US
San Francisco Rush 2049	Midway	RAC	US/UK
Shadowgate Rising	Kemco	RPG	US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Smash It	Infogrames	ACT	UK
Smashboard Kids 2	Atlas	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
StarCraft	Nintendo	STG	UK
Steel Dawn 3000	Boss	RAC	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Super Mario Olympics	TBA	SPT	ALL

Game name **Publisher Type** **Country**

Talent Studio (64DD)	Nintendo	ETC	JPN
The World is Not Enough	Eurocom/EA	ACT	US/UK
Thrasher: Skate and Destroy	Take 2	SPT	UK/US
Tur Jam and Earl	GT	ACT	UK/US
Top Gun	Titus	ACT	UK/US
Turok 3: Shadow of Oblivion	Acclaim	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Velocity	Acclaim	RAC	US
V-Rally 3	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	UK
Zelda Gaiden	Nintendo	RPG	US/UK
Zool	Imagineer	RPG	JPN

• Dolphin

Arm Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure	Rare	ACT	ALL
Demolition Derby*	Ubi Soft	ACT	US/UK
DiscoDance Shooter*	Saffire	ACT	US/UK
IS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Menet*	Codemasters	ETC	US/UK
NBA Courtin'	Nintendo	SPT	ALL
Praxis*	Promethean	ACT	ALL
Resident Evil Game*	Capcom	ACT	ALL
Rhodes*	Titus	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
SkyWall: Midwinter Year 2000	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
Thomas 3*	Factor 5	ACT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

VOTE!

PLANET 64 INFORMATION station *Top 5 vote n' draw*

There's only one way we can keep track of your gaming needs - and that's if you tell us! Just fill out the form and send it in! Yes! And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

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Address _____

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Game wanted _____



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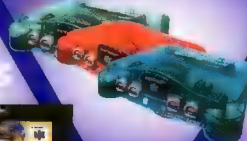
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Broken Sword 2
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Buggy Heat
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Coolboarders 2
Crash Bandicoot 1, 2 & 3
Crash Team Racing
Croc
Destruction Derby 1 & 2
Diddy Kong Racing
Die Hard Trilogy
Dino Crisis
Donkey Kong 64
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FIFA 2000
Final Fantasy 7 & 8
Formula 1
Future Cop
Get Beas
Gex / Gex 3D
Goldeneye
Gran Turismo
GTA 1 & 2
Harvest Moon 64
House of the Dead 2
Independence Day

Ice Soccer / Pro 98
Jet Force Gemini
John Madden NFL
Jonah Lomu Rugby
Lego Racers
Mario Golf
Mario Kart
Medal of Honour
Metal Gear Solid
Micromachines / VS
Mission Impossible
Nascar 99
NBA Jam
NBA Live 99

Nuclear Strike
Parappa The Rappa
Parasite Eve
Peak Performance
Phantom Menace
Plasma Sword
Quake 2 / Quake 64
Rage Racer
Rally Cross 2
Rayman / Rayman 2
Ready 2 Rumble
Red Alert
Renegade Racers
Resident Evil 1 & 2
Resurrection
Ridge Racer

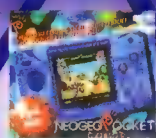
Rogue Squadron
Rollcase
Rugrats
Sega Rally 2
Sonic Adventure
Soul Blade
Soul Calibur
South Park
South Star Rally
Speed Freaks
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Starwars Racer
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Super Smash Bros.
Syphon Filter
Tai Fu
Tekken 2 & 3
Tenchu
Theme Park World

This is Football
Time Crisis
Tomb Raider 1-4
Tomorrow Never Dies
Tony Hawks Skater
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Toy Commander
Turk 1 & 2
Turk Rage War
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Zelda 64

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planet

GAME BOY

REVIEWED THIS ISSUE!



KO KINGS

page 27

Is EA's pug sim the best beat-'em-up on the Game Boy?



DEJA VU

page 28

B-Movie private eye antics in Kemco's point & click romp.



NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY
COLOR, POCKET, CAMERA AND PRINTER



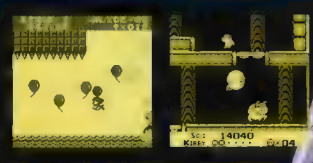
WIN!
GB Powerpack & Wallet
with your GB camera pics

FOWL PLAY

Meet the duck with dynamite attitude!

RETRO!

- Balloon Kid
Classic helium-filled action!
- Kirby's Dream Land
The game that likes to say PuPuPu.



Welcome to Planet Game Boy

As we edge closer to the annual E3 games show in Los Angeles, which is



where we're likely to get our first glimpse of what the forthcoming Game Boy Advance can do, developers are pushing back the limits of what was thought possible on the current 8-bit machines. We've seen a Magic Carpet-style 3D engine, "high colour" demonstrations with more than 2000 colours displayed at once, and, believe it or not, there's a first-person shoot-'em-up on the way from Eldos (more on that one next month).

Elsewhere it's business as usual for the prolific Infogrames, with two more Looney Tunes games (one of which really is top stuff) and Kemco, with a B-movie alternative to *Shadowgate*. Surprisingly enough, this month's stand-out GBC game was EA's remarkably playable boxing sim which you'll no doubt have noticed on the next page, but the biggest slice of handheld gaming in the office this month has been consumed by monochrome retro titles, thanks to the rediscovery of a couple of old gems. Just because a game was made for an older piece of hardware doesn't always mean it can't hold its own against the newer stuff – something we'll have to force ourselves to remember when we see what the new 32-bit games look like!

Martin Kitts, Editor

planet GAME BOY

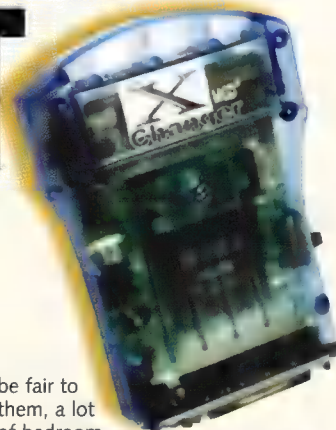
Planet Game Boy, N64 Magazine, 10 Monmouth Street, Bath, BA1 2BW.

Issue 14, March 2000

Editor: Martin Kitts

Contributors: Tim Weaver, Wil Querrol, Jes Bickham, Andrea Ball, Justin Webb

GAME OVER FOR CART COPIERS



△ This gizmo plugs into a PC and is used to put code onto blank carts.

If you cast your minds back all the way to N64/31, you might recall our GB Underworld piracy feature which included a device known as the GB X-Changer. Basically it allows you to do a number of interesting things with an ordinary Game Boy, including putting software that you've



△ The 16Mbit cart can be used to store a game you've written or pirated stuff.

written onto a special cart or making up digital greeting card messages.

It also lets you copy the code from a commercial game and spread it as a ROM file via the Internet, where you'll find a thriving community playing pirated GB games on emulators. Naturally Nintendo have never been particularly chuffed with the situation, but now they seem to have finally delivered a fatal blow to the company behind the X-Changer, Bung, thanks to an army of lawyers and the awesome power of the US legal system.

A federal court has awarded Nintendo more than \$7 million in damages and issued a permanent injunction which prevents Bung from selling their goods anywhere in North or South America.

Bung's other dodgy add-ons include similar systems for copying SNES and N64 games, although, to

be fair to them, a lot of bedroom coders (and even a few major software companies) make legitimate use of the GB X-Changer and Doctor 64 as programming tools. That's all going to change now though.

According to Richard Flamm, Nintendo's general counsel, "Throughout the litigation Bung demonstrated nothing but contempt for the American judicial system and continued to develop and market products that were designed to permit the pirating of video game software of Nintendo and its third party publishers. We are very pleased the court has resoundingly condemned Bung's conduct and confirmed the infringing nature of Bung's products."

SONGBOY

You can already buy accessories that enable you to turn your Game Boy into a personal organiser, a digital camera or a social text linker, and soon you'll be able to use your handheld as a personal stereo.

The Songboy plays a gadget which allows you to play MP3 music downloaded from the Internet, with the Game Boy's screen being used to display album artwork, lyrics and adverts.

MP3 is the music format which compresses CD music into files small enough to be downloaded. The Songboy is basically the same as the popular PC player with the added benefit of having a nice colour screen for navigating all those menu options.

Equipped with 16Mb of memory (additional 32Mb cards can be

Ready to play? SONGBOY. A portable MP3 music player for your Game Boy. It features a 16MB internal memory and a 1.5" color screen. Find out more by downloading our free MP3 player software. Price: £29.99. Includes: 16MB internal memory, 1.5" color screen, MP3 player software, and a carrying case.

bought separately) and is available for £29 from www.songboy.com.

Five Star Scoring

A simply fantastic game, with an essential purchase



Well worth a look, this is an excellent title.



Some problems, but almost certainly good fun



Blindly flawed and not worth bothering with.



Utterly lamentable. Avoid like the plague.



REVIEW

Knockout Kings

From: EA Price: £25 Save: Password Link-up: Yes Colour: Only Out: Now

It's another boxing game! But unlike last month's unremarkable *Ready 2 Rumble*, *Knockout Kings* is fantastic fun. In fact we'd go so far as to say that it's the best beat-'em-up on the Game Boy.

Instead of standing toe-to-toe and slugging it out, *Knockout Kings* gives you full 360° freedom to circle

leads to disqualification though, so it's usually best to stick with more legitimate pugilistic skills.

The fighters are rather scary things with enormous heads and shrivelled bodies, but once you've got used to seeing two Mr Potatohead boxers knocking lumps out of each other, it soon becomes apparent that this slightly surreal approach is a great way to give the characters plenty of facial detail on the small screen. They're fairly recognisable, and securing the digitised faces of Lewis and Ali, amongst others, is the kind of licensing feat that only EA have the clout to pull off. It all makes for a very polished game.

You can pick a preset boxer, in which case you'll probably take a pasting, or you can create one of your own and train him up by winning easier fights and working out in the gym. Eventually, in a Rocky-style turn of events, your journeyman pug will get a shot at the title and all of the assorted riches that come with it. It's a long game but luckily you can save your progress via a password and resume your career when your thumbs have stopped hurting. Best of all, *Knockout Kings* features the two-player link mode that is sadly lacking from the Game

Boy's other fighting games. You don't get as much freedom to run around the ring when fighting a friend but it's still a good test of skill.

We like this game a lot. With top graphics, clear speech, plenty of options, a versus mode and some speedy gameplay, you don't really have to be a boxing fan to get a lot of enjoyment out of it. Let's get it on!



Larry Holmes triumphs against the odds, with a points victory over little Oscar de la Hoya.

your opponent, land a few quick jabs and dodge back to safety. The A and B buttons control your two fists, with D-pad movements activating different types of punches and the start button used to butt your opponent when the ref isn't looking. Too much foul play

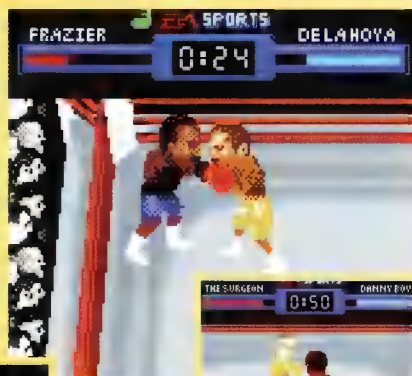
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Smokin' Joe is one of the best built-in boxers but he's taking a whupping this time out.



The Surgeon is our created character. He's lord of the ring.



Mosley is trapped in the corner. Use the old rope-a-dope trick!



It's just like starring in Rocky (well, sort of).



Holmes isn't looking too healthy there.

FIGHT NIGHT

So what would you expect to find in the most comprehensive boxing game around? Take a look at this list...

CREATE A BOXER

NICKNAME: SWEET SUGAR

WEIGHT CLASS: LIGHT

STRENGTH: [Progress bar]

STAMINA: [Progress bar]

SPEED: [Progress bar]

BUILD POINTS: [Progress bar]

TRAINING
Choose a class of boxer, give him a nickname from the list and allocate your six free build points to either stamina, speed or strength. You get an extra build point every time you win a fight.

JOE FRAZIER

CHOOSE BOXER

STRENGTH: [Progress bar]

STAMINA: [Progress bar]

SPEED: [Progress bar]

MUHAMMAD ALI

BOXERS
Choose the Slugfest mode to get a choice of some top modern boxers and classic oldies. The full list is: Marriano, Ali, Lewis, de la Hoya, Leonard, Frazier, Mosley, Grant, Holmes and Mayweather.

HOLMES vs **MOSLEY**

0:48

POWER-UPS
Little green power-ups appear at random intervals and the first boxer to grab them gets a temporary boost to one of his abilities. You can opt to switch them off if you prefer a pure contest.

ALI vs **LEWIS**

0:28

SPEECH
It's a talkative game, although not quite as verbose as *Ready 2 Rumble*. The ref gives instructions and counts out wounded fighters, plus there are some realistic sound effects throughout the fights.

FRAZIER vs **DELAHOYA**

0:00

2

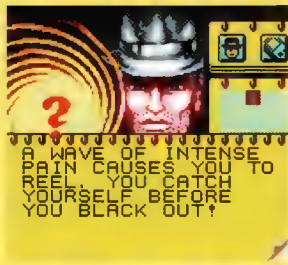
WOMEN
There are no lady fighters. Instead, the bulbous-headed lasses are forced to parade around the ring carrying the round number cards while the nicely animated crowd whistles its approval.

Deja Vu I & II

Looks like Ace might be in a spot of bother here. This is a dangerous old town.



Luckily there's nothing floating in the bog. Have a look for yourself. We certainly did.



With a face like that, no wonder Ace blacks out every time he looks in a mirror. Don't do it.

Poke him to see if he's really dead or just playing a mean trick.



From: Kemco Price: £25 Save: On cart Link-up: No Colour: Only Out: Now

The name's Harding. Ace Harding. Private dick. No, honestly – that's a legitimate profession. Except poor Ace has lost his memory, there's a broad with a piece gunning for his blood, and just about everyone in this seedy old town seems to have something to hide. Which is where you come in. Using a point and click interface of

the *Shadowgate* variety, you've got to figure out why Ace has a dead body in his office and just who is trying to set him up. Clues along the way give Ace a headache for some reason, indicating that too much of this deja vu business will ultimately prove fatal. Time is running out. While the plot isn't exactly in the LA Confidential league, it's about as

much as you could expect from the average computer game. The controls will take a bit of getting used to if you've never played *Shadowgate* before, particularly the pedantic way you're required to repeat several steps in order to achieve a simple goal (look, open, take, use, etc). Once you're accustomed to the game's peculiarities and you've escaped from

Ace's office (hint – the key is in your coat), you'll find an enjoyably large adventure awaiting you. The cart even includes the sequel, which follows after you've solved the first mystery. Pour yourself a stiff bourbon and settle down for some intensive investigating.



Street Fighter Alpha



There's no speech to accompany the fireballs.

From: Capcom Price: £25 Save: No Link-up: No Colour: Only Out: Now



After a long absence, the world's most famous (and, some might say, best) fighting game series returns to its natural home on a Nintendo console. Cause for celebration then?

Well not quite. Although *Street Fighter 2* on the SNES sold more machines than any game except *Mario World* (even at £70 a pop) and the *Turbo* update is still one of the best beat-'em-ups anywhere, both games relied on a six-button controller. It's the reason why the SNES versions were so good and the three-button Mega Drive version was a pale imitation. On the Game Boy, with just two buttons to play with, it doesn't feel like the same game at all.

All of the special moves are in there, along with alpha counters and

super combos, but without the ability to select the power of your blows it isn't really *Street Fighter* as we know it.

That's not to say that it isn't still good fun. There are ten characters, drawn in bright primary colours to make them stand out from the backgrounds, and they look fairly convincing. The action isn't particularly fast though, even with the turbo meter turned right up. That the game doesn't manage to relive the glories of previous *Street Fighter*'s is more because of the Game Boy's technical limitations than anything else. This is a good effort but we'll be waiting to see just what Capcom can do with the GB Advance.



Sharp graphics. The authentic look is the game's big selling point.

Special KO! You can't imagine how chuffed we were to achieve that on the Game Boy's cramped controls.

Speedy Gonzales

From: Infogrames Price: £25 Save: Password Link-up: No Colour: Yes Out: Now

Another platform game from the Infogrames-Sunsoft-Looney Tunes partnership? Two titles in one month shows just how easy these things must be to bash out, but while *Daffy Duck* does the business with the old right-left scrolling formula, Mexico's fastest mouse has only managed a more pedestrian effort.

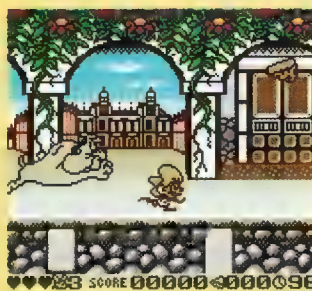
The aim of the game is cheese-collecting, since even the speediest of rodents needs his dairy produce.

The cheeses float in bunches and arcs, showing you where you should leap next, although the levels tend to be so simple that you'll rarely have any trouble finding your way to the next platform.

Basic level design isn't necessarily a bad thing, but Speedy's rubbery handling belies the mouse's nippy name. The poor thing just floats around without ever looking like he's in much of a hurry. The only time you ever build up any speed is

in some *Sonic*-style sections which can be completed by holding right on the D-pad and tapping jump once or twice.

The graphics are nice, with some good animation and smooth scrolling, but because we've seen so many similar platform games, *Speedy Gonzales* really needed a little something extra to make it stand out from the crowd.



▷ Run past the arrow signs and you'll get a turbo boost.



◁ That dog will never catch Speedy Gonzales. Look at those disgusting cheeks.

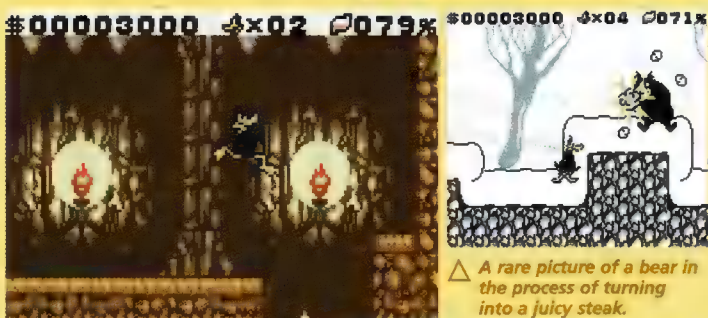


♥♥ 23 SCORE 00100 001093

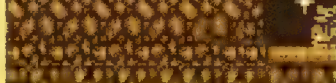
△ That strange cat / dog hybrid would be perfect for ripping Tweety. If only the bird actually appeared in the game.

Daffy Duck Fowl Play

From: Infogrames Price: £25 Save: Password Link-up: No Colour: Yes Out: Now



△ A rare picture of a bear in the process of turning into a juicy steak.



△ Tra-la! Daffy strikes a camp pose as he prepares to snaffle a glittering sack of gold.



▷ After that stick of 'mite goes off there'll be a tasty meat treat to eat.



Daffy Duck is definitely one of our favourite Looney Tunes characters. He usually winds up getting it in the neck for his misdeeds, but his surly attitude shows that his heart is located in the right place.

In this platform adventure, Daffy has an unlimited supply of lethal sticks of dynamite which he uses to blow up rocks and turn cuddly villains into tasty meat treats. By holding down the B button, you can hang on to the explosives until the fuse has almost burnt out, or you can release it early and watch your foe walk around with it on his head for a while. Since all that violence is tiring work, you need to keep eating to replenish your energy. Some of the larger creatures turn into joints of ham or, bizarrely, ice cream cones so there's never a shortage of nutritious food.

The game plays at a much slower pace than the average platformer, since you have to be quite patient when timing your

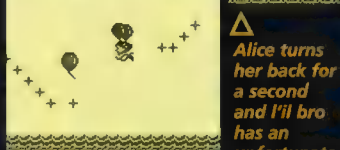


△ Dangerous woods. If you collect the hearts after they've been knocked out, you can regain a life.

throws, but the more cerebral approach is a good thing as far as we're concerned.

It's plenty of fun, with a warped sense of humour and a good deal of tension. Our only reservation would be that it might not last as long as you'd like, but it's one of the better platform games you can buy.





▲ This endurance race is a bit like the cool multiplayer game.

▲ Alice turns her back for a second and I'll bro has an unfortunate ballooning mishap. The chimp.



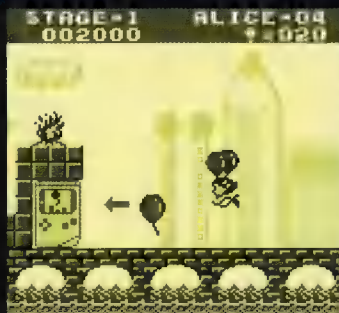
▶ Hopping into an old style Game Boy leads you to this simple bonus game.

Balloon Kid

From: Nintendo Price: £10 Save: No Link-up: Yes Colour: No

We've raved about the two-player delights of Nintendo's forgotten 1990 platform classic in the past, but a chance encounter with a brand new copy of *Balloon Kid* at our local HMV brought back a few memories and gave us all the excuse we needed to revisit the wonderful world of Alice, the girl who never goes anywhere without her footpump.

The plot of the game is pure Nintendo nonsense: Alice's brother gets caught by a gust of wind while holding a big bunch of helium-filled balloons. Lacking the sense to let go of the strings, he drifts right into the heart of platform game country. You, as Alice, must rescue him by setting off on a journey over land, over



▲ So do you go for the bonus section or continue over the top to try and keep your momentum? Tricky one.

water, through the intestines of a giant whale, and into the dangerous factory HQ of the boss man himself.

What sets the game head and shoulders above almost every other non *Mario/Kirby* title is the perfectly balanced handling. When you jump between platforms it's just as easy to make a pixel-perfect leap over the entire length of the screen as it is to hop a short distance. Or you can inflate a couple of balloons and take to the skies, completely transforming the gameplay.

It feels very unusual, thanks to its unique backwards scrolling, and it's even better fun over a link cable. The only things missing are password saves and colour support, but at this price it's the best value platformer you can buy.



Kirby's Dream Land

From: Nintendo Price: £12 Saves: No Link-up: No Colour: No

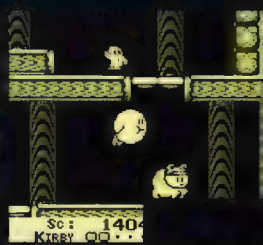
Playing the marvellous *Kirby's Dream Land* is enough to remind anyone why you should be looking forward to the marshmallow vacuum cleaner's starring role in the forthcoming *Kirby 64*.

The game's visual style owes a lot to *Mario* and *Miyamoto*, although it was developed by HAL, the company behind *Smash Bros*. The hills and trees which form the backdrop to PuPu Land have the familiar eyes and faces found in the Mushroom Kingdom, perhaps hinting at some kind of future convergence between the two game series. It hasn't happened yet though. For now, Kirby and Mario remain confined to their own worlds.

The aim of the game here is to slurp up bad guys and spit them at

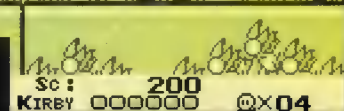
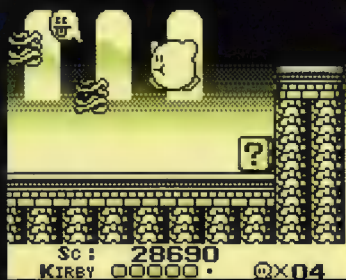
their friends – probably a source of inspiration for Yoshi's munching antics. If you try slurping without anything in range, Kirby gulps down a bellyfull of air and starts to float, allowing you to reach higher platforms or soar away from danger.

It's cute beyond belief, particularly the little animated interludes and choreographed dances performed by the Kirbster's pals, and it's effortlessly playable. If you've got a sweet tooth for this kind of sugar-coated platformer, *Kirby's Dream Land* is the next best thing to *Mozza* himself on the Game Boy.

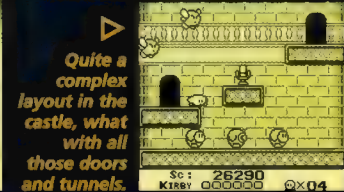


▲ Kirby reaches maximum inflation in the ghost house.

▼ Spit a mouthful of air at the ? block and see what happens...



▲ Striking a defiant pose in the face of PuPu Land's bitter enemies.

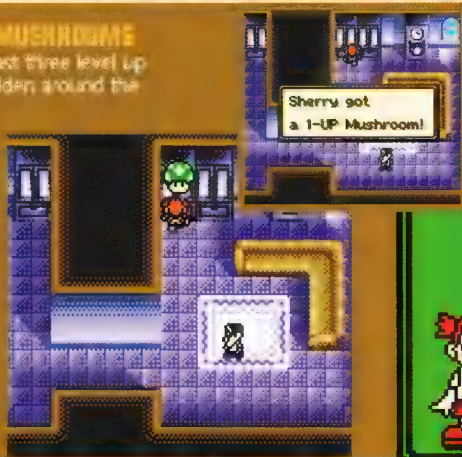


▶ Quite a complex layout in the castle, what with all those doors and tunnels.

Mario Golf

● LEVEL UP MUSHROOMS

There are at least three level up mushrooms hidden around the map. Take a look in the bookshelf in the right hand side of the director's room, in the cabinet in the club maker's hut, and in the bushes to the left of Peach's Castle.



Wind up a level!



● CASTLE & WARIO

To play on the bonus Peach's Castle Course you need to get first place on all four courses and beat all four club champions in match games. You'll also unlock the mighty Wario as an extra reward.

● LEFT-HANDED GOLFERS

Hold select while choosing one of the preset golfers (not one of the ones you've created) to make them play back to front.

● RETRY HOLES

Just like in the N64 version, you can retry a hole as many times as you like until you get it right. Just save the game when you make a mistake, quit and restart. You'll be back at the tee.

Ready 2 Rumble

Want to unlock the hidden boxes in Midway's slugfest? Here's how to do it. Remember to unlock them in the order shown though, otherwise it won't work.

● KEMO CLAW

Highlight arcade mode and tap in the following code on the D-pad: LLLRRRLRLR. You need to be fairly quick. A chime sound confirms that you've entered the code correctly.

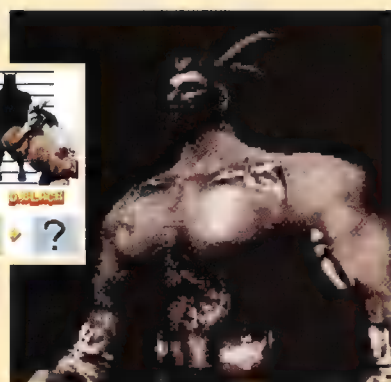


● NAT DADDY

After unlocking Claw, highlight arcade mode and use this code: RRRLLLRRL. Listen out for that sound again.

● DAMIEN BLACK

Last one in the sequence. Highlight arcade mode and enter this code: RLRRLLRRLLL. You should now have the complete roster of fighters to choose from.



Space Invaders

Here's a selection of passwords to ease you through this seemingly endless retro blaster so you can check out the tougher new aliens.

LEVEL PASSWORDS

- Venus RTJNPBKCX2RJPW
- Earth WYXTC2NQW79VY
- Mars ?WZ4VCLN4W81V?
- Jupiter RSSN3QJ78?GJMC
- Saturn WSPZMSO8N?H8NF

- Uranus CV1?QWKGJ3X8R5
- Neptune HV27RW1GN3YOR7
- Pluto MV7HRCLHS3ZSR9
- Homeworld RV8RRC2HX3?RJ C

CLASSIC MODE

- CLSS1281999DBM

GUIDE

HIGH SCORES

Star performance this month? Gigj Tsui, who demanded a prize for the double feat of a 5 billion score and "being a girl!" Erm... well done!

POKÉMON PINBALL

Red

2,832,876,150 Mark Kelly
1,758,714,850 Toon Van Gaeyevell
934,373,350 Deborah Hutchinson
898,044,500 Gigj Tsui
565,176,000 James Faulkner

Blue

5,062,785,000 Gigj Tsui
3,178,918,300 Toon Van Gaeyevell
2,664,448,200 Mark Kelly
1,796,070,800 Deborah Hutchinson
1,564,221,150 James Faulkner

MARIO DELUXE

Challenge

1,303,650 James Holt, Halifax
1,271,150 David Hartley, W. Sussex
1,264,100 Catherine Wakely, email

Super Player

456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

TETRIS DX

40 Lines (level 0)

1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford

Ultra (level 0)

21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)

4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)

6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

GAME & WATCH GALLERY

Donkey Kong

9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute

3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland

Chef

1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Scores wanted

Send your high scores to:
Planet Game Boy (high scores),
N64 Magazine, 30 Monmouth St,
Bath, BA1 2BW
Email us at n64@futurenet.co.uk

Pac Man

You want passwords for those devilishly difficult Pac Panic stages? We've got dozens of them!

Stage 1: STR
Stage 2: HNM
Stage 3: KST
Stage 4: TRT
Stage 5: MYX
Stage 6: KHL
Stage 7: RTS
Stage 8: SKB
Stage 9: HNT



Stage 10: SRY
Stage 11: YSK
Stage 12: RCF
Stage 13: HSM
Stage 14: PWW
Stage 15: MTN
Stage 16: TKY
Stage 17: RGH
Stage 18: TNS
Stage 19: YKM
Stage 20: MWS
Stage 21: KTY
Stage 22: TYK



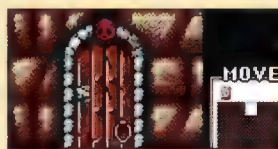
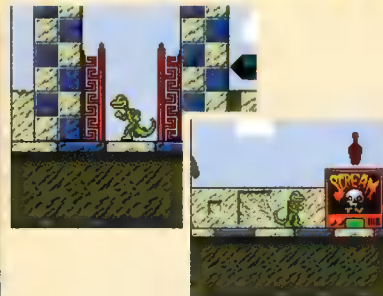
Stage 23: SMM
Stage 24: NFL
Stage 25: SRT
Stage 26: KKT
Stage 27: MDD
Stage 28: CWD
Stage 29: DRC
Stage 30: WHT
Stage 31: FLT
Stage 32: SKM
Stage 33: QTN
Stage 34: SMN



Gex: Enter the Gecko

Enter this long code at the password screen to get all of the remotes. You get the solid yellow arrows by holding B and the darker ones by holding A.

1. Press B + Down 20 times
2. Press B + Up
3. Press A + Right
4. Press A + Left twice
5. Press B + Down twice
6. Press B + Right
7. Press A + Right



THE SKULL HAS...



YOU CAN SET THINGS ON FIRE WITH A BURNING TORCH.

Shadowgate Classic

IN-GAME HINTS

Kemco's dungeon adventure has some very obscure puzzles in places, but luckily the programmers decided to take pity on players who are completely stuck. Just press select in any room and you'll get a hint to point you in the right direction.

NFL Blitz

Salvage some sort of enjoyment from this useless gridiron game by entering these codes at the matchup screen.

Deep Space:

Start, Start, A, A, Right

Infinite Turbos:

Start (x5), B, (A x4), Up

Invisible Receiver:

Start (x4), (B x3), (A x3), Up

Night Game:

Start, Start, B, B, A, A, Right

No Fumbles:

Start (x4) B, B, A (x3), Down

No Pointer:

Start (x3) B (x3), A (x3), Left

Overtime:

A (x6), Up

Parking Lot:

Start (x3) B, B, A (x3), Down

Predator Mode:



Start (x5), B (x5), A, Up
Turbo Running:
B, B, B, A, A, Left

Game Boy Gallery

Somebody call the Men in Black – they're here!

Did you manage to pick up a Game Boy Camera in the incredibly generous New Year sales? Then no doubt you'll want to show your creations to the rest of the world. Well this is the first and only place where you can display your pics for all to see.

As ever, it's another fine array of mutants, aliens and curiously unidentifiable objects. We've got ghost sightings, human-chimp hybrids, Pokémon and a whole lot more. In fact we've received so many pictures of 'the unexplained' that we're now absolutely certain that

there's something out there, something 'they' don't want us to know about, something that probably lives somewhere near Birmingham. Any confirmed sightings will be gratefully received. The people have a right to the truth!

Send us your freaks

Point your GB Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite will receive a Gamester Game Boy Powerpack and Wallet to save on those battery costs and protect your machine from scratches. Don't forget to tell us what kind of GB you own so that Gamester will know what kind of gear to send you.

Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.



EVERY MONTH – ONLY WITHIN THE PAGES OF **N64**

WINNER!

Somebody looks happy. It must be feeding time! This joyous moment was captured by Anthony Sheridan of Stockport, along with a couple of the pics over there on the left. Ace!



← A vaguely Welsh ghost sighting from Richard and Andrew Granville of Bridgend.



← This headless body is the work of Richard Horsefield. It used to be his friend.



→ Vampire Pidgeotto by Chris Butterworth. Good work.



→ Samir Sbaiti's vision of an alien invader. Spooky.



← Slightly abstract stuff from Crewe's own Chris Wheeler. What on earth is it meant to be?



← All the way from Rome, it's lori Allesandro with a brand new species of Pokémon.



→ Shouldn't this have been a compo entry? It's from Nicola Carey of Londonderry.



→ Chris McGeown spotted this little grey man in Co. Armagh.



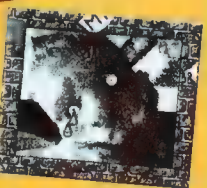
← Matthew Hart from Holland sent us this picture of a rather lardy chap with fangs under his chin.



← "Help me," yells Edward Rummings of Ashford. Sorry mate, you're way beyond helping.



→ David Robert Morris looks like he got on the wrong side of Mike Tyson. Very painful.



→ No. Please, no. This is from Steven Walker and it's making us scared.



← Proof, from our source in Holland, Dymph Labbé. We're going to the authorities with this one.



← won't see another Bond game from Rare, but maybe this guy can fill his shoes... By Arun Rao.



→ Steven Houston looks almost Jes-like in this trick pic.



→ Erm... from the otherwise reliable Ryan Medlock. What went wrong?





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**MASSES OF
DONKEY KONG 64
SECRETS
REVEALED
INSIDE!**

HOW TO...

go bananas in

DONKEY KONG

64

**FINAL
PART**

Complete Creepy Castle and Hideout Helm, see off King K. Rool and bring your golden banana total up to a perfect 201.

It's the last part of our colossal DK64 guide!

**TOP
SECRETS
REVEALED!**

Only open our special DK64 tips section if you're totally baffled!



**TOP
SECRET
TIPS
INSIDE!**



Fruity!

So, you've been following our guide to DK64 over the last two months. You've successfully visited all but two levels, know the location of every fairy, arena and blueprint, and

have 150 Bananas to munch on. Which means there are a mere 51 of the fruity snack left to find. Here they are...



DK ISLES Bananas: 15

Playing as Donkey?



1 Chunky can break apart the ice in the Crystal Caverns entrance, revealing an Invincibility Barrel for Donkey. Use it to reach the **banana** on the other side of the lava.



2 Rather than swing across the vines halfway up K. Rool Island, drop down to the platform behind. A coconut switch there opens up a **banana** cubbyhole.



Playing as Diddy?

1 You've probably already noticed the **banana** trapped behind a switch-opened door at the top of the waterfall. Use the jetbarrel outside the Forest entrance to reach it.



3 Swing across the vines halfway up K. Rool Island, then wander into the door. The barrel inside, containing a Batty Barrel Bandit minigame and a **banana**, can be reached with the Simian Spring pad.



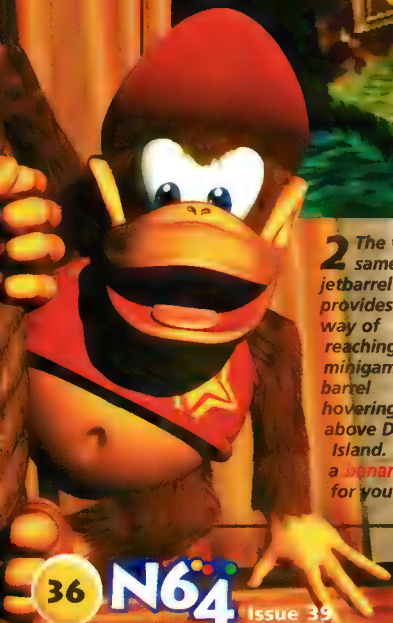
2 The very same jetbarrel provides a way of reaching a minigame barrel hovering above DK Island. There's a **banana** in it for you.



4 Back in the entrance to the Crystal Caverns is a music pad, stamped on an out-of-reach ledge. Use the jetbarrel nearby to reach it and its **banana**.



TOP SECRET TIPS INSIDE!



Playing as Tiny?



1 Just after you've used Tiny's warp pad on K. Rool Island, look for the music pad and blow your sax on top of it. A **banana** will fly down, courtesy of your parrot friend.

2 Found all 20 banana fairies? Make your way back to Great Fairy's island and receive a **banana** as a reward.



3 Another **banana** is imprisoned at the back of the Great Fairy's island. Use your feather gun to set it free.



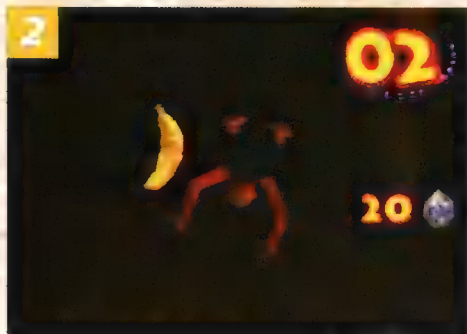
4 There's a special switch for Chunky to slam in the entrance to Gloomy Galleon. It reveals a barrel for Tiny, which makes her wee enough to fit inside the submerged **banana** tunnel.



Playing as Lanky?



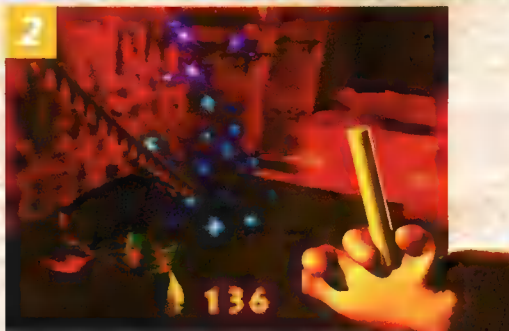
1 Look for the giant rock in the Creepy Castle entrance, then use Chunky to lob it. The Lanky pad that's revealed allows the gangly ape to reach a Searchlight Seek minigame, and a **banana**.



2 There's a Lanky Barrel outside the **banana** cage in K. Lumsy's lair – use it to sprint quickly across to the blue switch and back.

Playing as Chunky?

1 This one's easy. At the base of the waterfall, a pineapple switch opens up a cage containing a **banana**.



2 A Chunky pad sits inside the entrance to Hideout Helm, revealing a Kremling Kosh minigame barrel when activated. Swing across to play it and win a **banana**.



3 When Tiny plays a sax melody on K. Rool Island's music pad, a Chunky Barrel comes into being next to the palm tree near Fairy Island. Use it to stamp on the giant 'X' nearby and grab a **banana**.



JUNGLE JAPES

Bananas: 12

Playing as Tiny?



1 Just before the entrance to the main area is a feather switch door for the skirt-wearing simian. Inside, a Splish Splash Salvage minigame leads to a **banana**.

2 Tiny's feather gun is also equipped to open another door - it's through the tunnel next to the giant rock. When you're through, enter the Hive and grab a **banana** by using the nearby barrel.



3 Just outside the hive, a **banana** is spinning away inside a tree stump. Net it by using the barrel to shrink, then hopping onto the toadstool to bounce inside.

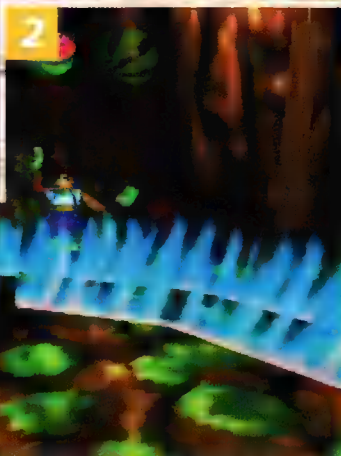
4 You should have uncovered a Tiny switch using Rambi earlier in the game. Slam it, then head left after using Warp 4 to snatch the **banana**.



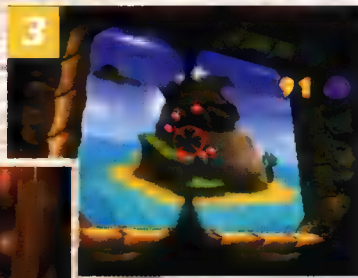
Playing as Lanky?



1 There's a grape switch door in the alcove just prior to the main entrance. Behind it, a Mini Maze Maul minigame is just begging to hand over its **banana** reward.



2 The network of vines leading to Cranky's Lab features slopes that can only be climbed using Lanky's Orangstand move. At the top is a minigame and a **banana**.



3 A similarly steep slope exists near Diddy's mincart ride exit. You'll need to hit the peanut switch at the top, then use Lanky to clamber up to the door. Inside, slam the posts and shoot the bees for a **banana**.



4 Finally for Lanky, a slammable switch sits under a hut crushed by Rambi. The **banana** it reveals can be reached by running to Funky's shop and swinging across the vines.

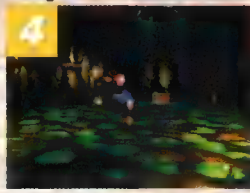


Playing as Chunky?

1 The giant rock underneath Donkey's Barrel Blast tile is no match for Chunky. Throw it to the floor and a banana will burst out.



2 The disappearance of the rock allows Chunky to Simian Slam the giant 'X' and fall into a foreboding cave. At the end of the path, bop the pineapple switch to reveal a banana.



3 In the area with Tiny's beehive, a Minecart Mayhem minigame barrel is spinning between the palm trees. Use the nearby Chunky barrel to reach it, and its



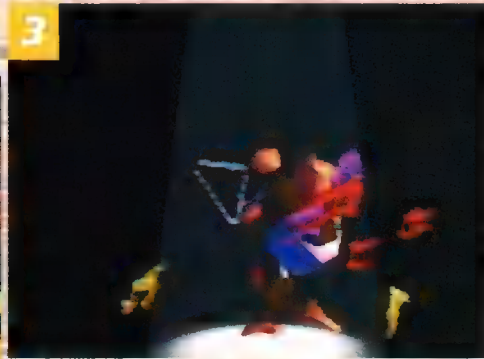
4 Chunky doesn't have a switch in Rambi's area - instead, you should have knocked down a door in the caves and uncovered a giant rock. Pick it up to reveal a banana.

ANGRY AZTEC

Bananas: 4

Playing as Chunky?

1 After entering the level, turn right to find four pots. What to do with them? Place them on the tiles that match the shape daubed on their sides, and earn a banana.



3 There's a music pad for Chunky just to the left inside the camel temple. Once you've triangled atop it, earn a banana by putting half to the alligator with your stash of oranges.

2 A real humdinger of a rock is sitting between the two main areas. With the local Chunky barrel, you can haul it onto the nearby platform and uncover a Barrel Barrage minigame barrel.



4 Chunky's door in the giant temple leads to a Kremling Kosh minigame. Find it by firing at the switch on the left and opening the door on the right. A banana is yours.



CREEPY CASTLE

Entrance: Giant blast barrel near K. Rool Island.
Golden bananas needed: 20

Just started?



1 It's a long trek to the tip-top of the castle, so we're going to take a shortcut. Follow the path until you find a Diddy Barrel, then use it to fly to the peak. A Big Bug Bash minigame there yields a **banana**.

2 Head down the wide path and find the greenhouse. Tiny can use the barrel and toadstool nearby to trampoline into the top of the hut next door, then kill the buzzing flies for a **banana**.



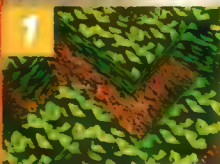
3 Next to the fly-filled hut, use Chunky's Primate Punch to knock down the wooden door to the house. Once you're inside, take out all the bats for a **banana** prize.



4 Keep trotting down the castle path until you find Cranky's Lab. The irritable ape will sell you the Super Duper Simian Slam, which is perfect for the horde of red switches you'll find on this level.

Got the Super Duper Slam?

1 Head back up to the greenhouse and bring Lanky's body down on the slammable switch. Inside the glass house, negotiate the maze (after hopping in the barrel) to find a lovely **banana**.



2 There's a red switch for Chunky outside the museum. The three shields inside can be punched with the ape's giant hands - it's then a case of hauling the giant rock onto the plinth for a **banana**.



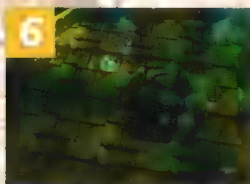
3 Further along the path is a Kong switch. Slam it, then trek back and use the fluffy cloud as a bridge to the library entrance. The is won by killing all the baddies, hitting the switch, then using invincibility to run through the Ghostbusters-style flying books.



4 The ballroom is also found by following the main path. Use Diddy to pound the switch outside, then kill the 'ghosts' inside. For the **banana**, use the jetbarrel to light the candles.



5 Tiny can also waltz into the ballroom after Diddy's slammed the switch - the warp pad inside leads to a Tiny Barrel and a small hole. Head through it to win a **banana** from a Scalextric race.



6 Back at the castle peak, a switch for Lanky opens up the top tower. There's a **banana** in the Beaver Bother minigame there, but you'll need to shoot three pineapple switches to reach it.

7 Time to get your mitts on the Sniper Sights. Funky's shop is all the way back down at the bottom of the castle and through the wooden door.

Bought the Sniper Sights?



1 Use your handy coconut gun to open up the double-doors near to Funky's shop, then find a set of six levers behind another coconut door. The ghost ride within will lend you a **banana**.



2 A peanut switch just next door to the coconut tile allows Diddy access to his own room behind the double doors. The 'tricky' puzzle within - smack the four buttons in numerical order - gives a **banana**.

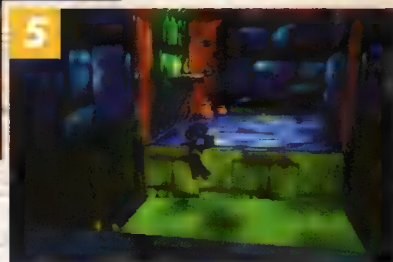


3 Lastly, Chunky has a **banana** to collect in this section of the level. Primate Punch the coffins to uncover a tricky Searchlight Seek minigame.

4 Opposite Donkey, Diddy and Chunky's area is a room for Lanky and Tiny - use Lanky's grape switch to get in. After shooting the wall switch inside, use the barrel to scamper to the music pad and **banana**.



5 As Tiny, turn right at Lanky's switch and stomp on the floor switch. Use the Pony Tail Swirl manoeuvre to float across to the **banana** that appears.



6 There are two areas left to find. You'll find one next to the moat, underneath the self-moving bridge. Head inside, why don't you.



Entered the moatside door?

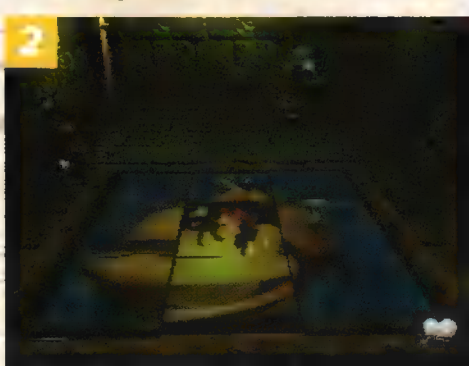
1 There's a hovering Tag Barrel just inside the entrance, and a Teetering Turtle minigame across a gap to the left of it. Use Tiny's Pony Tail Swirl to reach it, and the **banana**.



3 In roughly the same place is a Diddy switch that opens a lengthy corridor. The **banana** is programmed to disappear if Diddy steps on the floor, so shoot the peanut switch and use the vines that appear.



2 Don't miss the door further along the corridor. Head through it and slam the Donkey switch you find. You'll grab a **banana** by slamming the tiles to match Donkey's face.



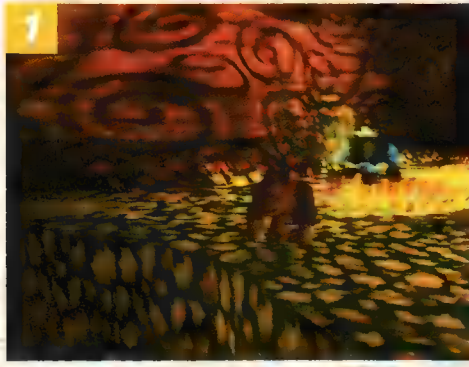
4 The final switch for Lanky reveals a **banana** resting on the opposite side of a molten pool. Use the nearby music pad, then Baboon Balloon across to it. You'll need to play a Kremling Kosh minigame first, though.

5 Back outside, find the tree that stands near the entrance to the level and activate the Donkey pad next to it. You've now opened up the tree.



Opened up the tree?

1 The coconut switch should be immediately visible. Shoot it, then drop into the water beyond. You'll need to use your sniper sights to shoot the switches that appear and nab the **banana**.



2 As Chunky, head back to the coconut switch and use the Primate Punch to knock down the half-broken door. You can't reach the Beaver Bother minigame unless you shoot the pineapple switch from afar. And that's the last **banana** of all.

BOSS!

Bananas needed: 400

This wooden facade of King K. Rool isn't much of a threat — his laser can be easily avoided by running in a circle — and defeating him is a simple case of hopping into the cannon that's opposite him when he laughs. The second time, avoid the phony, semi-transparent K. Rool. The third time, he'll take six steps to the left, so count under your breath and use the correct cannon on six. That's the penultimate boss dealt with.



△ Don't bother slanking the Kremling — K. Rool's lasers should sort him.



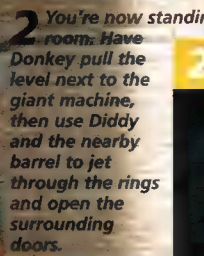
HIDEOUT HELM

Entrance: Warp pad on K. Rool island, then into mouth.
Golden bananas needed: 100

Just Started?



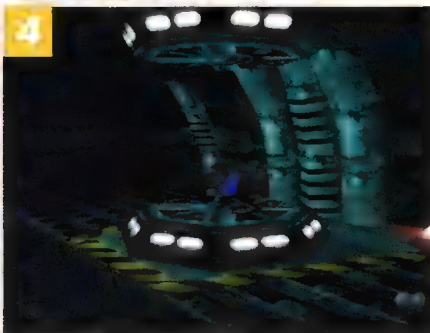
1 The first steep slope needs Lanky's Orangstand, the pineapple switch needs Chunky, and there's a barrel for Tiny to squeeze through the pipe in the computer room.



2 You're now standing in the main computer room.



3 Next, use Chunky to knock down all the metal gates. This will avoid wasting time later by swapping between Chunky and the others.



4 Now take each Kong up to their appropriate music pad and room. There are two minigames to play in each – use 'Restart' to save time if you're worried about failure – and a coin medal to grab.



5 With the machine switched off, the timer stops, leaving only two doors to head through. The first opens with a mere four Battle Arena crowns...



6 ...the second requires two coins. The Nintendo coin is a prize for completing Frantic Factory's Donkey Kong Arcade machine twice. The Rareware coin is yours for scoring 5000 points on Cranky's Jetpac game (which he'll show you once you've found 15 banana medals).



7 Through the Nintendo/Rareware Coin door is the final K. Lumsy key. Pick it up, free the giant croc, watch the cut-scene, then drop into the new hole near Warp 3 on DK Isles for the final boss...

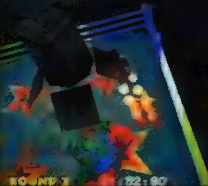
TOP SECRET TIPS INSIDE!

BOSS! KING K. ROOL



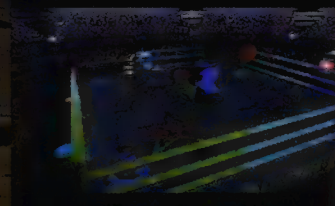
Round 1: Donkey Kong
 This takes the form of a boxing match, with each of the Kongs taking part in a single round. Concentrate on retaining your melons – you'll get at least two more tries if you run out of time in a single round, but losing your energy means starting all over again.

Round 2: Diddy Kong
 Dead simple. Avoid the initial boxing glove attack by running forward and backward, then take out the bulseye targets on the lightning rig above the ring, using the jetbarrel.

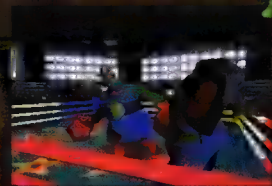


Round 3: Lanky Kong
 Use Lanky's punch to reach the switches that appear, then grab the barrel that appears. Chuck it into the centre of the ring, then play music on a pad when K. Rool is diagonally opposite. He'll slip over – repeat three times and Lanky's done.

Round 4: Tiny Kong
 Use Z+A to jump over the flaming rings, then use the Tiny Barrel to squeeze into K. Rool's shoe. Slide left and right to avoid K. Rool's toes, then press fire to shoot the raised toe at the end of the sequence.



Round 5: Chunky Kong
 Use the music pad, hit the switch, then jump into the barrel. Time your Z+B punch for when K. Rool (or his shadow) is about halfway towards you. The third time, wait till he's all the way to your right. Done!



THE END?

Technically, that's your lot. DK Island is safe, there's a massive hoard of 201 bananas for the Kongs to munch through, and, if you've collected every item in the game, you'll have three different end sequences to gawp at. But we're sure there's a host of DK64 tricks and quirks that have yet to be discovered. So, if you've found a DK64 'thing', send it to us at:

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SPECIAL INVESTIGATION

PERFECT DARK

Played it! The best game of the year is almost here...

Our Special Investigations can take us pretty much anywhere. This month we sneaked into Rare's HQ, forty fathoms beneath the Midlands.



INFO BURST

PERFECT DARK	
FROM:	Nintendo/Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	Yes

WHEN'S IT OUT?

April worldwide

ANTICIPATION RATING

Nobody in their right mind would turn down the opportunity of spending an entire day with a finished copy of the N64's biggest game since *Zelda*. So when we got the call from Rare to say that *Perfect Dark* was ready for an extensive playtest, we travelled at *F-Zero X* speeds up the M5 to ensure that we didn't waste a single minute. Arriving at Twycross, our faces frozen into rictus grins via a combination of G-forces and happy anticipation, we were ushered into a darkened room where an N64, a copy of the game and a 50-inch TV awaited...

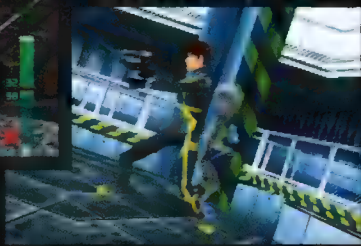
In case you've been hibernating somewhere for the past 18 months, *Perfect Dark* is the follow-up to

GoldenEye, arguably the best first-person adventure ever made. It has a very similar mission structure, and the same combination of stealth and violence that made James Bond the most bankable videogame star since Lara Croft. But because Nintendo decided not to bid for the Tomorrow Never Dies licence, Rare's designers have had the freedom to create something completely original using the *GoldenEye* engine. Inventive new gadgets, aliens, terrorists, conspiracies, ominous environments, the biggest multiplayer game ever.

We've played it, we've seen every single one of the weapons, all of the levels, and we can assure you that when we left, our grins were even wider than when we arrived.



Brilliant reload animations are now a feature of the game. Even the enemies have them.



Imagine how much talc Joanna had to use to squeeze into that catsuit.

Dead man walking! And another dead man just lying on the floor, dead.





CT DARK

HI TECH

Any agent worth her salt needs a decent selection of gadgets, and Joanna Dark is no exception. Here's what her Q department has been cooking up for her...

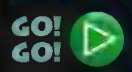
Data thief
An upgraded version of the gadget that Bond used to break into computers in *GoldenEye*. This one has extra functions such as reprogramming and communication capabilities.

Threat detector
The secondary function on the Avenger weapon. Pass the viewfinder over a suspicious object and the weapon will analyse it and tell you exactly what you're looking at.

Infrared vision
The infrared goggles are very useful when exploring chilly environments – any warm enemies hiding in the shadows will show up as bright red shapes on your scanner.

Night vision
Used after cutting the power in the DataDyne building to make your escape with Dr Carroll. When the lights come back on, you'll be blinded if you don't remove your goggles.

Eye spy
A miniature flying video camera used for covert surveillance. As long as you don't fly it in full view of the guards, you can scout just about anywhere in a level and take photos.



SIM PRETTY

This being the biggest and most extravagant multiplayer game ever, you'd expect something more than a standard easy / medium / hard difficulty setting for your bots, or 'sims' as *Perfect Dark* calls them. Instead what *Perfect Dark* gives you is sims with a personality, requiring different tactics to avoid or kill them. You unlock new types as you play through the game, and among the treats to look out for are vendetta sims, justice sims, predator sims, coward sims and the (frankly terrifying) perfect sim.



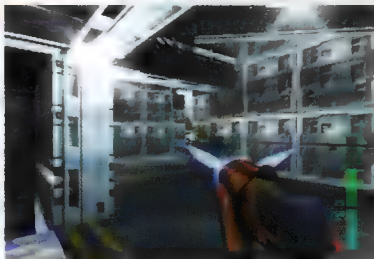
PERFECT WEAPON

There are more weapons in *Perfect Dark* than we could possibly tell you about in these pages. We'll just have to leave such delights as the liquid metal Maian equipment and the more outlandish Skedar weapons until the next issue of **N64**.

Each weapon has a secondary function, activated by holding B for about a second. Sometimes it's simply a variation on the primary function, other times it's a non-lethal shot to pacify or stun enemies, and there's even the occasional defensive capability too. Here's just a selection...

Cyclone

The weapon carried by the presidential elite guards. Fires an entire magazine in one go, spraying a wide area with bullets. Once you pull the trigger you can't stop it.



△ It's a bit like an emergency RCP-90. Unleashes a whole clip in one go.

Dragon

Brilliant! A hugely powerful machine gun which, once empty, can be primed with proximity explosives and dropped on the floor. Absolutely lethal in multiplayer games.



△ When you've used all your ammo, drop the gun on the floor and stand back.

Laptop gun

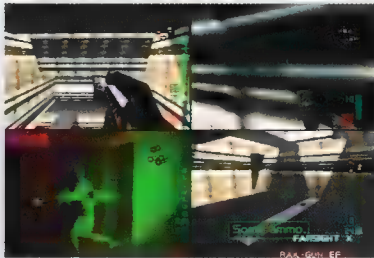
A covert weapon disguised as a computer which opens out, Transformer-style, into a machine gun. You can also place it in strategic locations as a remote drone gun.



△ Somebody feels the force of Joanna Dark's lethal computer virus.

Farsight

The most original deathmatch weapon we've ever seen. Homes in on heat sources and fires through walls to eliminate campers. Multiplayer combat will never be the same again.



△ Player three has a fix on player four. Time to start running, we reckon.

Pistol

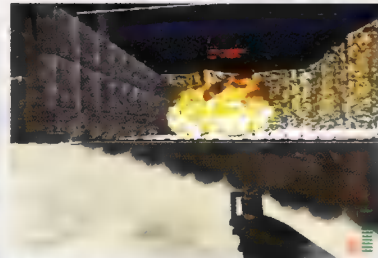
Once equipped with a scope, the pistol has a 2x zoom feature. When you run out of ammo, switch to the secondary function and pistol-whip your enemies with the butt.



△ Civilian or armed terrorist? Shoot first, ask questions later. It's the safest way.

Grenade

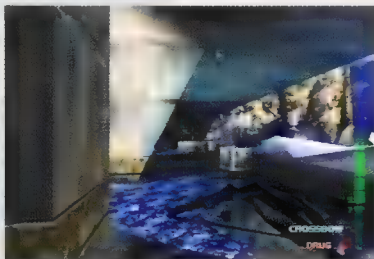
These little cylinders of doom can be used to blast through certain walls. In this picture, Joanna is using a grenade to clear a sneakily concealed minefield in Area 51.



△ There are loads of some very cool weapons in these cylindrical casings.

Crossbow

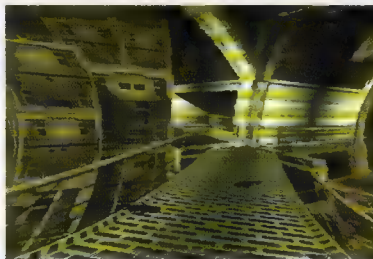
A silent way to neutralise enemies on a stealth mission. Can be fitted with lethal or non-lethal drug darts depending on whether the mission allows you to kill people or not.



△ You need to adjust the poison dose according to how tough the target is.

Slayer

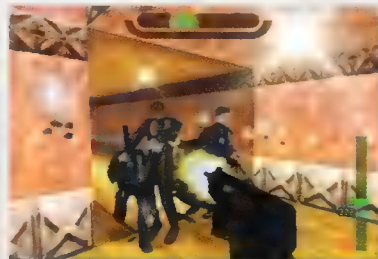
A Skedar alien rocket launcher with a difference. Fires homing missiles or fly-by-wire guided missiles. Watch your enemies run as you pilot a rocket towards their base!



△ The rocket flies slightly faster than the enemies can run. There's no escape!

CMP-150

Locks on to four enemies at once. Pop your head round the corner, acquire your targets, duck back, and when you look again you'll still have those four targets marked for death.



△ Four marked men kneel before the power of the CMP-150. Eat lead, guys.

SHOOTOUT

Gunfights in *Perfect Dark* are far more tense than they ever were in *GoldenEye*. The enemies are smarter, tougher and many of them are veritable Bruce Lees when it comes to hand-to-hand combat. Let them get too close and you're in for a painful lesson.

AWARD WINNING

On top of the *GoldenEye* awards for most cowardly, most honourable and so on, you can also win medals to improve your ranking. It takes a superb performance to get one of these beauties on your permanent record, but it's worth it because it's a great way to make your opponents feel truly humbled. There are four to collect: accuracy, head shots, killmaster and survivor.

1 Jo's right at the heart of a heavily defended complex, using a timed gadget to crack the code on a safe. Unfortunately the alarm has been triggered and guards are trying to enter through the only way out.

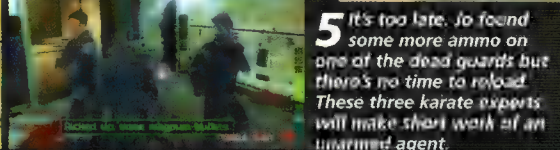


2 See how well the auto-target system works. A single volley of shots and there are four corpses and a whole lot of blood on the floor.



3 Having run out of ammo, we've switched to the magnum. But there are too many of them, and the blurred screen shows that Jo is feeling dizzy from taking a few punches to the head.

4 Help is on its way! Just as well, because even the magnum has run out of lead now. Hurry it up, please!



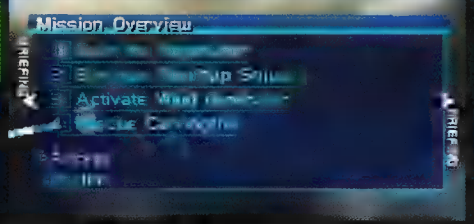
5 It's too late. Jo found some more ammo on one of the dead guards but there's no time to reload. These three karate experts will make short work of an unarmed agent.



SNIPER ASSAULT

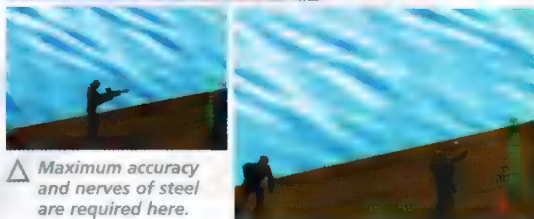
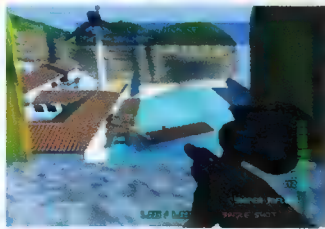
Perfect Dark's missions are long and extremely varied. The difficulty setting you choose often does a lot more than just toughen up the enemies and add a couple of extra objectives. In the example here, mission two, a higher difficulty setting means

you actually start down on the pier with the hostage negotiator, with an enemy sniper positioned where you started the mission on the easier settings. Here's what the first half of this monster mission has in store...



Part 1: Save the negotiator

The first part of the mission is either completed or failed in a matter of seconds. You start on the cliff overlooking a secluded beach villa. The negotiator is awaiting execution at the hands of two of the bad guys. Two quick, accurate head shots are all you need. Miss and the negotiator is a dead woman.



△ Maximum accuracy and nerves of steel are required here.

Part 2: Eliminate the rooftop snipers



They're positioned all over the place, and not just on the roof. As you make your way down from the cliff you'll encounter resistance from guards and snipers along the way. It's a good opportunity to admire some of

A heart shot is as deadly as a head shot, most of the time. Take that!



◁ That's one bad guy who won't be sniping again.

the new animations -- the guards crawl on the floor to avoid your rifle scope and the snipers topple from their positions when you shoot them. You'll also have to explore the villa (which comes complete with fitted bedrooms, a dining hall and a sprawling network of basement tunnels) to find the last snipers.



CUSTOM WEAPONS

More great news for multiplayer fans is the option to choose exactly which weapons will appear in the arenas. So, if you want power weapons but find the devastating effect of the RCP-120 to be just a little too excessive, you can turn it off. You can specify just one or two weapons (a farsight and a magnum, for example) to create customised deathmatch scenarios, or go for the full monty and stash the levels with every bit of hardware available. There's something for everyone in there.

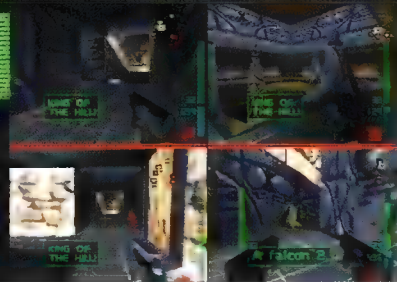


COMBAT SIMULATION

Combat Simulation mode is where you'll find *Perfect Dark's* mind-boggling array of multiplayer options.

The game's designers have incorporated every decent deathmatch option from the very best PC first-

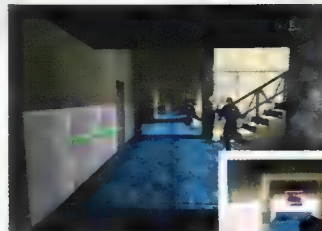
person-shooters, thrown in a whole bunch of brand new ideas we've never seen in any other title, and created the biggest and most comprehensive multiplayer game you'll ever play on your N64.



Arenas

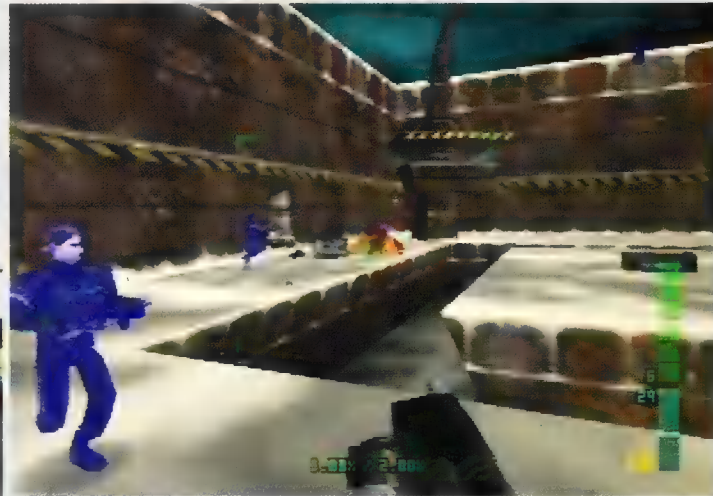
Unlike *GoldenEye's* mixture of purpose-built deathmatch levels (such as the Temple and Library) and extracts from the solo game (such as the Archives and Bunker), *Perfect Dark's* battle arenas are all designed specifically for multiplayer carnage. They're generally much bigger too, which is particularly handy when the place is filled with sims. And as a special bonus, you can unlock a few classic *GoldenEye* leftovers. Does the name Felicity ring any bells...?

▽ The blue-tinted sims are your friends in this four-on-four match.



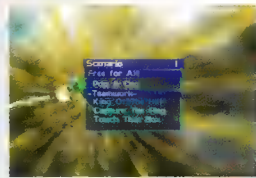
The radar has different shapes to identify the different players.

△ Recognise this? The toilets are up the stairs on the right and the bottling plant is to the left.



Challenges

The combat challenges pit you and your friends (or your favourite team of sims) against the computer in a series of 30 scenarios. The one we've spent the most time playing is a tense four-player battle against a team of four farsight-equipped aliens in the old *GoldenEye* Complex. Put in a decent performance and you can win a challenge award...



▽ Two players have decided to stick with more traditional weapons.

△ There's a great light show going on behind the menu screens.



Spotted a camper. One accurate shot from the farsight can kill.



Simulants

If you're short of players for a good deathmatch, why not invite along a few computer-controlled bots, or sims in *PD-speak*? Up to eight of them, if you fancy a challenge. Even if you've got the full complement of four human combatants, you can add another four sims to make the arenas very busy indeed. The sims can be assigned as team mates, freelance enemies or an opposing force for you and your mates to take on.



Stats

Your personal combat simulation stats can be saved on a controller pak so you can fight your friends using the character you've built up in training. Everything from the number of hours you've spent playing to the amount of damage you've inflicted is stored, along with your skill rating, which can be 21 different levels from Beginner to Perfect.

▽ Player one was Duncan Botwood, the game's designer. No wonder he beat us.



Team up

There's a true co-operative mode with the same levels, difficulty settings, enemies and mission objectives as the one-player game. You can either play the entire game with two players from start to finish, or you can invite a friend along to help you crack one of the seriously difficult later missions if you get stuck.

△ The further you get in the game, the more characters you'll be able to choose from.



△ "Cover me, I'm going in." Co-op mode is great fun.

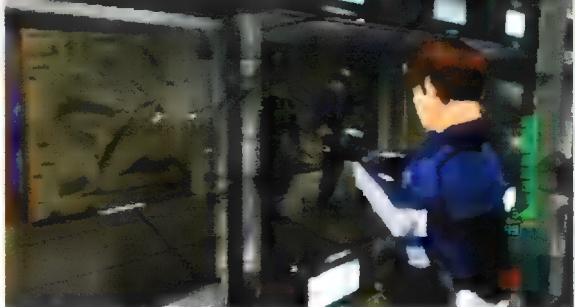
△ Player two operates the Eye Spy. Well played.

Solo co-op

Who needs a second player to have a co-op game? You can bring a sim with you, and although it won't complete any of the mission objectives on its own, it can be very handy for covering your back and providing extra firepower.



△ Choose weapons and issue orders to your sim via the Turk 2-style options wheel.



△ It's a robotic Joanna Dark. You could also use any of the extra characters you've won as your simulant buddy, if you prefer.

BONUS WEAPONS

If the 40+ weapons created for the game aren't enough for you, you can unlock a bonus piece of nostalgia in the form of the *GoldenEye* guns option. Almost all of Bond's old weapons are included, and you can pick out your favourite ones for use in deathmatches. That way you can see how the firepower of the RCP-90 and AR-33 compares with their futuristic counterparts, the RCP-120 and AR-34.

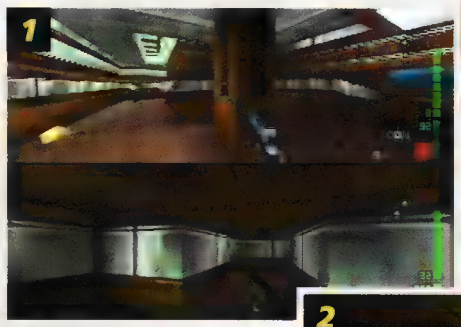


Different sides

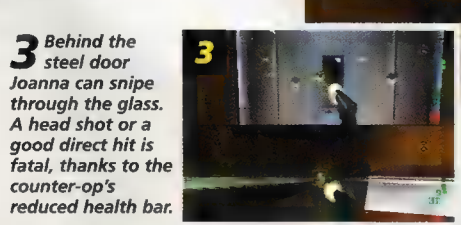
As if a genuine co-op mode wasn't enough, there's also a two-player-only option called counter-operative. Select this and one player takes control of the entire enemy army, switching control

between different guards when one gets killed. The other player is Joanna, with the normal mission objectives from the one-player game.

1 It starts here. Joanna is on the top screen and the counter-op is on the bottom. It's a game of cat and mouse, particularly if both players know the mission well...



2 ...But the counter-op is caught out, shooting one of his own men in the back while Joanna disposes of a couple of surprised drones just around the corner.



3 Behind the steel door Joanna can snipe through the glass. A head shot or a good direct hit is fatal, thanks to the counter-op's reduced health bar.



4 Having lost a life, player two warps into the head of another guard and takes player one by surprise. The lock-on gun lands several solid hits, causing massive damage.

5 Even the bad guys have to reload in this game! Once the magazine is in place, player two will rush through that door and finish the ailing Ms Dark.



Mission Failed	
Mission Status:	Failed
Agent Status:	Deceased
Mission Time:	3:21
Weapon of Choice:	Falcon 2
Kills:	15
Accuracy:	28.8%
Shot Total:	82
Mission Complete	
Mission Status:	Failed
Agent Status:	Active
Mission Time:	3:21
Weapon of Choice:	imp150
Kills:	1
Accuracy:	10.4%
Shot Total:	173

6 And it's all over. Fifteen kills for Joanna and only one for the counter-op, but it was the one that counted and the mission has failed. A result for the bad guys and embarrassment for poor Jo.

EXPANSION PAK

The version we played used the expansion pak to provide *DK64*-style enhanced graphics and larger levels. You need to have a pak installed in order to get the game to work at all, although Rare are currently toying with the idea of a simplified multiplayer-only game for unexpanded N64s, presumably to avoid complaints from people who unwittingly buy *Perfect Dark* for a pakless machine.



JUST SAY NO

Expert players will love the non-lethal weapon known as the drug gun. The drug gun fires poison darts, and the more of them you drill into your opponents, the more dizzy they become and the more their quarter of the screen blurs and loses its focus. They can still fight back, particularly if they have a lock-on weapon, but against lesser players it's an ideal opportunity to go for those accuracy and head shot medals.



So this is *Perfect Dark*. Or a tiny part of it, at least. The game is so vast that we can only begin to scratch the surface in eight pages. But the best thing of all is that despite the level of expectation surrounding it, not even the harshest of critics could call *Perfect Dark* a disappointment.

According to Rare, only 30% of the original *GoldenEye* engine remains, providing a basic framework to construct levels and animate characters. It's obvious, right from the moment you start the first mission, that the game is *GoldenEye*'s baby. It has the same feel to it, albeit with a lot more polish, and you'll be right at home with most of the controls. The most startling improvement is in the graphics. *Perfect Dark* looks much more solid than *GoldenEye* (which still doesn't look at all shabby two-and-a-half years on) and includes far more complex levels. Real-time lights cast star-shaped corneas, and shooting them out visibly darkens the surrounding area.

The bad guys are smarter than before, possessing the ability to run for cover when under attack. They also make



△ Dr Carrol isn't in the best of health when you locate him / her / it. What happened?

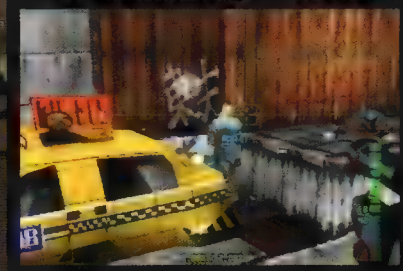


Robot Infiltrator Disabled

▽ The unarmed combat scenes could have come straight out of *The Matrix*.

◁ These deadly weapons are like Robocop's miniature machine guns.

▽ Joanna's unorthodox method of hailing a cab often leads to misunderstandings and violence.



VISUALS ● You can't dismember people, but you do get lots of red splashes on the walls and puddles of blood around corpses.

use of objects such as walls and pillars to sneak up on you when you're otherwise engaged trying to figure out how to accomplish a tricky mission objective. If they're carrying a weapon, they have to reload just like you do - a perfect

opportunity to attack them. You can disarm them by shooting the gun out of their hands or running up and snatching it, in which case they'll either surrender and beg for mercy or break out some nifty martial arts moves.

The game is packed full of speech, and not just during the cinema scenes. If you walk up to a friendly person or a civilian, they greet you or stop to chat. If you then whip out a gun and point it at them, you can get some amusing

PORTABLE DARK

We've known for quite a while that *Perfect Dark* would be compatible with the transfer pak, but Rare's latest surprise comes in the form of this stand-alone Game Boy sequel to the main game. It's a complete game in itself (with rumble pak, printer features, infrared link-up and two-player

deathmatch) but plug it into the transfer pak and you can unlock even more of the N64 game. Just like its bigger sibling, the Game Boy version includes various cheats, and uploading them onto the N64 cart will activate extra characters and options which you won't be able to get any other way.

Targets

Similar to the weapons practice range you find in the basement of the Carrington Institute in the N64 version. Hit the dummies in the heart to get a perfect score.



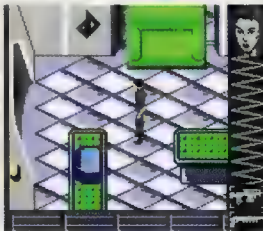
Hostages

Storm the building and rescue all of the hostages. You'd better be careful where you point your weapon though, because dead civilians equal a failed mission.



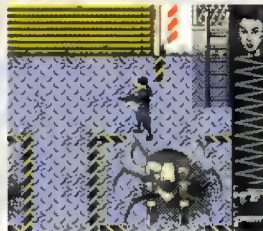
Institute

The Game Boy features the Carrington Institute too. Could this be where Joanna Dark impresses her training instructors enough for them to grant her the N64 assignment?



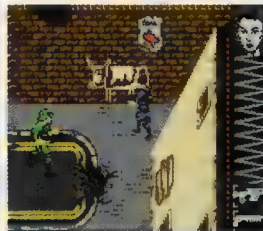
Spider

And it certainly isn't all harmless training. Those spider drones are deadly if you get too close to them. Pick them off from a distance or, better still, run like hell.



Bovine

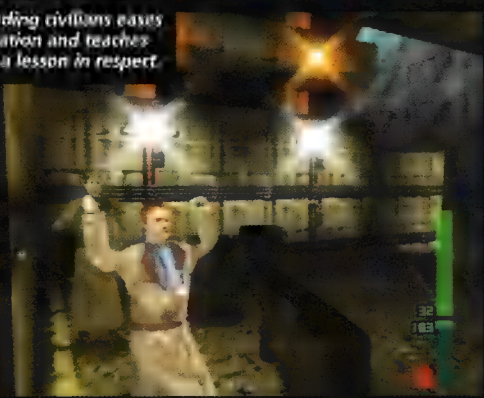
Help! It's the scary cow from *Conker's Pocket Tales*, ending onto the wall like a silhouette of beefy evil. Rare's in-jokes have a strange way of giving us cold sweats.



responses. Joanna uses a headset to stay in contact with her HQ at the Carington Institute, and Sean Connery soundalike Mr. Carnogton often butts in with useful information. There are also a few gulps delivered after particularly good kills ("That hurt!"), plus a load of comments from the friendly Malan alien, Elvis, who accompanies you on a mission after you've saved him from dissection in Area 51. Even the guards chatter away constantly and, usefully, say things like "I've been hit," after you empty an entire clip into them.

Considering this is a flagship Nintendo title, there's a surprising amount of blood and gore. Bodies remain on the floor for a long time, only disappearing when too many of them start to pile up during your killing spree. You can't dismember people, *Turok 2* fashion, but you do get lots of red splashes on the walls and puddles of blood around corpses. Wounded civilians stagger to safety, leaving a gory trail behind them. It's likely to ensure a 12 or 15 certificate for the game another Nintendo link.

▽ Wounding civilians eases frustration and teaches them a lesson in respect.

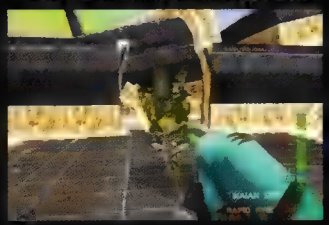


Perfect Dark is undoubtedly the most thorough game ever to appear on the N64. It makes use of every single Nintendo peripheral, from the controller pak to the Game Boy printer, and from what we've seen of it so far, the difficulty level is enough to ensure that it will last just as long as *GoldenEye*. Stay tuned for more exclusive info and pics next month, with a full review following straight after in issue 41.



△ The game contains plenty of cinema scenes, all with atmospheric music and classy voice acting. Great stuff.

▽ We're definitely a long way from home now. That's a large green Skender warrior. Somebody help!



FACE OFF

Grab yourself a Game Boy camera and transfer pak and you can make your own heads to put on characters in the multiplayer games. With the peripherals plugged into your controller you can take a picture and view it on the TV screen or download any of the snaps you've got stored in the camera's memory. Then just crop the face to remove unwanted detail, reshape the polygon head to make it all fit, and you're in the game.

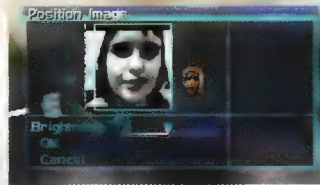
Step 1

Strike a pose, there's nothing to it. Andrea gets busy with the Game Boy Camera and tries to look like a stern, authoritative killing machine. No, seriously.



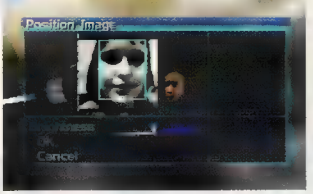
Step 2

And there she is as *Perfect Dark* sees her. The screen update is quite slow if you use the transfer pak but it means you don't have to have a Game Boy handy.



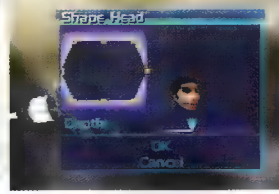
Step 3

Now she drags the corners of the blue box so that only her face is in the shot. She'll have to add a suitable hairstyle from a selection of alternatives later on.



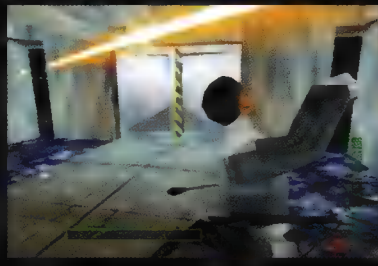
Step 4

Since all heads are not alike, Andrea must manipulate the depth slider and tweak the polygons to create a digital approximation of her own mummy bonce.

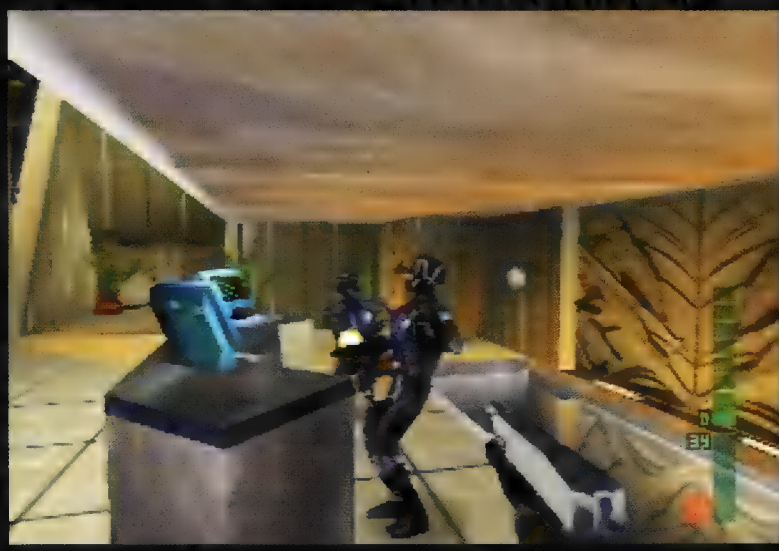


Step 5

It's time to roadtest our virtual Bally. Looks like something has gone a little haywire, since she's lacking a neck. No wonder her face is so red. Some work to be done...



△ The hoverbiko is just the ticket for speeding around the large Area 51 level.
 ◁ Check out the dart sticking in that guy's back. He'll be harmless for a while now.
 ▽ The pistol offers a more permanent solution. They won't be getting up.



THE LATEST UK N64 GAMES REVI

N64
MAGAZINE

ARENA

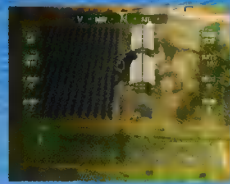
Having trouble finding a game?
Try CA Games on 0141 334 3901 and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!



ECW HARDCORE REVOLUTION

Acclaim return to the rasslin' ring for a third time...

GO TO PAGE 54



Nuclear Strike

THQ get retro fever with this golden oldie update.

GO TO PAGE 58



Hydro Thunder

Midway's ace arcade racer makes a - ta da! - splash!

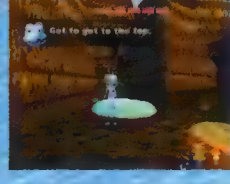
GO TO PAGE 62



Supercross 2000

EA roll out a mud-splatterin' bike sim. With stunts!

GO TO PAGE 64



A Bug's Life

Platform heaven or tiresome dross? Find out here...

GO TO PAGE 65



Toy Story 2

The game o' the film gets a welcome PAL release.

GO TO PAGE 66

Don't forget to visit the **IMPORT ARENA**
The games they're playing in America and Japan.

Mario Party 2



More games!
More boards!
More fun!

GO TO PAGE 68

Harvest Moon



Natsume's excellent farming RPG hits the USA!

GO TO PAGE 72

EWED, RATED... AND COMPLETED!

How it works

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM: **Nintendo**

CART SIZE: **256Mbit**

HOW MANY PLAYERS: **1-4**

CONTROLLER PAK: **X**

CARTRIDGE SAVE: **X**

PASSWORD SAVE: **X**

EXPANSION PAK: **X**

RUMBLE PAK: **X**

GB PAK: **X**

WHEN'S IT OUT?

April May Nov

COST: **£40**

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!



PLUSSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.



IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.



VISUALS

What does the game do with the N64's stunning graphical power?



SOUNDS

How good are the game's sound effects and music?



MASTERY

How well does the game make use of the N64 and its incredible hardware?



LIFESPAN

Will the game last you for months or a matter of hours?



VERDICT

An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses



● Amazing levels.



● Appalling music.

If you like this...

Mickey Mouse 64

Rare
N64/45, 96%
Amazing Mario-beating
Mickey Mouse a thon

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

90%



85% and above
Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.

84% - 70%
If we award a game 70%+ you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% - 50%
Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.

49% - 20%
Here you'll find games that are lazily programmed or haphazardly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% - 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

Ah, *Perfect Dark*. It's brilliant! So brilliant, in fact, that we decided we'd break with tradition and give it an airing in Team 64. (We didn't really want to pose as wrestlers, anyway.) So, here are those GB camera deathmatch poses in full...



TIM WEAVER
"With my face in the game, I'll be unstoppable!" squealed Tim. Everyone promptly gunned him down.

GAME OF THE MONTH
Hydro Thunder



WIL OVERTON
The Game Boy couldn't compute Wil's writhing mass of oily tresses, and suddenly exploded.

GAME OF THE MONTH
Harvest Moon



ANDREA BALL
After glueing her hair down using toothpaste and Domestos, Bally's 'motorcycle helmet look' made her even scarier.

GAME OF THE MONTH
Mario Party 2



JUSTIN WEBB
Sad, isn't it?

GAME OF THE MONTH
Nuclear Strike



JES BICKHAM
It took several attempts to take Jes's picture, due to the blinding effects of immense spam-glare.

GAME OF THE MONTH
Hydro Thunder



MARTIN KITTS
Kitts made us erase his picture when we'd finished playing. "I don't want any loose ends," he explained.

GAME OF THE MONTH
Harvest Moon



MARK GREEN
Nice Mark believed PD would offer the chance for "some enjoyable family time in multiplayer".

GAME OF THE MONTH
Mario Party 2



DARK MARK
Dark Mark believed "it would offer the chance of 'slotting' someone without any of the consequences".

GAME OF THE MONTH
ECW Wrestling



SALLY BROWNE
Exotic new Aussie girl Sally had no sooner joined N64 than she was gone again. Andrea was just a little too scary.

GAME OF THE MONTH
A Bug's Life

PREVIOUSLY IN N64 We haven't touched *ECW Hardcore Revolution* in previous issues.



△ A disturbing conglomerate of heads, legs, arms and leotards. Get it away from us.

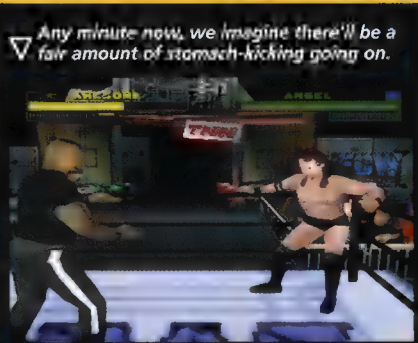


△ "What's that? Wrestling, you say? This isn't the baseball stadium, then? Right. Er, I'll be off, then."

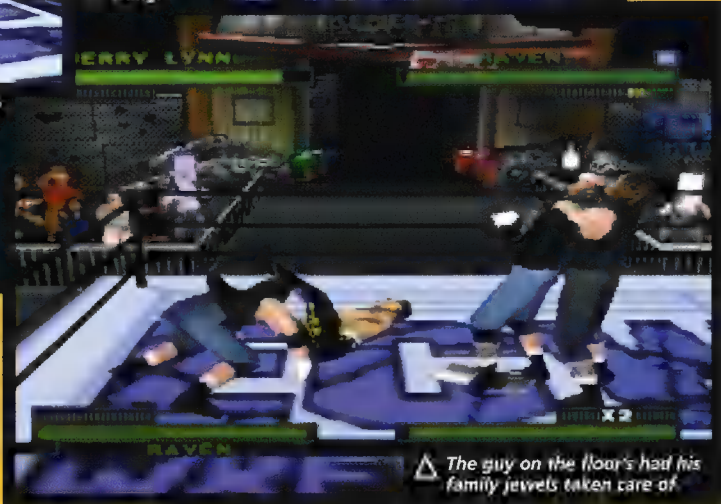
△ A camera view like this is only possible in the Cage Match. A real beauty, though, isn't it?



△ Sharing a lug just isn't as enjoyable with a crowd watching.



▽ Any minute now, we imagine there'll be a fair amount of stomach-kicking going on.



△ The guy on the floor's had his family jewels taken care of.

ECW HARDCORE REVOLUTION

● A new wrestler joins the fight club.

INFO BURST

ECW HARDCORE REVOLUTION

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	28 pages
CARTRIDGE SAVE:	<input checked="" type="checkbox"/>
PASSWORD SAVE:	<input checked="" type="checkbox"/>
EXPANSION PAK:	<input checked="" type="checkbox"/>
RUMBLE PAK:	<input checked="" type="checkbox"/>
TRANSFER PAK:	<input checked="" type="checkbox"/>

WHEN'S IT OUT?



COST: £40

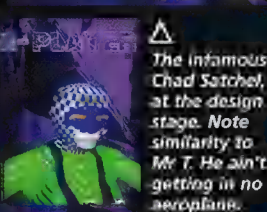
CUSTOM BUILT

Little has changed since *WWF Attitude's* create-a-wrestler mode, but it's worth highlighting again just how gob-smackingly brilliant it really is. Everything from the wrestlers' wigs to the text on the back of their shorts can be tinkered with, and you can mix and match the moves, entrances and swaggers from as many different existing grapplers as you like. Tim has fashioned some truly frightening ECW fighters, including the oversized buffoon Chad Satchel and his 'interesting' fighting technique - kicking his opponent in the legs over and over again, until they fall over.



△ Chad Satchel in full effect. See that boy kick.

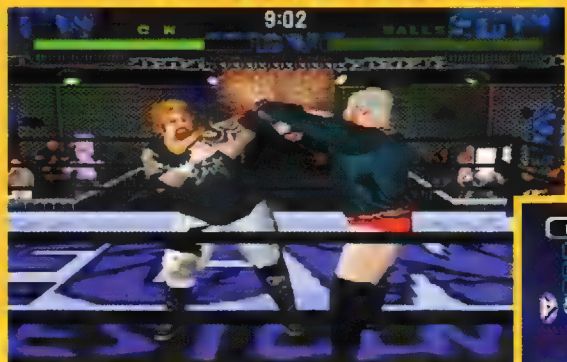
△ A particularly hideous freak, as thrown up by ECW's 'random' option.



△ The infamous Chad Satchel, at the design stage. Note similarity to Mr T. He ain't getting in no aeroplanes.

NO OPTION

The 'Street Fight' in all its glory. Turn the Death Match option on for a more exciting fight, involving weapons aplenty.



The Chinese Burn is still a fundamental part of wrestling. There's no opportunity to sell to look mean! These options (from a maximum of two) force you to comprehensive wrestler make. Disappointing. Awww.

Maybe we've been spoiled by the brain-frazzling comprehensiveness of previous wrestling games, but *ECW Hardcore* seems short on options. Once you've fiddled with the 'Win Modifiers' – one or two options that determine how a match is won – there's almost nothing left to customize aside from the type of arena. There's only a handful of stadia, too, including the disappointing 'Street Fight', which, rather than being an all-out, bone-crunching battle on the New York sidewalk, is simply a normal ring surrounded by the odd brick and paving stone. Rubbish, frankly.

AXL WHO?
Even your gran's probably heard of Hulk Hogan (or Hollywood, or whatever he's calling himself these days) but you'd be hard pushed to recognise any of the jobbing actors and unattractive nobodies in *ECW Hardcore*. So, here's our cut-out-and-keep guide to remembering who's who...

Axl Rotten
Distinguishing feature: Outrageous blonde mullet. Looks like: A female Chris Farley.

Dreamer
Distinguishing feature: Fat. Looks like: A more attractive Chris Moyles.

S Crazy
Distinguishing feature: Vertical goatee. Looks like: That bloke from Jonathan Creek.

Roadkill
Distinguishing feature: Hey-hey! It's the Amish guy who gets in fights! Looks like: An Amish guy.

DIRTY TACTICS

The Queensbury rules are straight out of the window in *ECW Hardcore*. Instead, the only rule is: there are no rules.

BELOW THE BELT

Back in 'the day', strikes below an opponent's waist were strictly forbidden. Nowadays, the odd punch in the groin area is positively encouraged, and comes with a special 'ding!' noise to emphasise the hilarity of the moment. Guaranteed to have everyone else in the room crossing their legs and wincing.

RING OUT

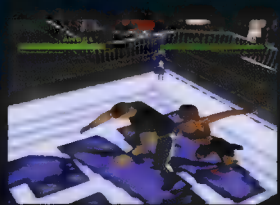
There are two routes outside of the ring – climbing out of yourself, or being hit so hard that you somersault right over the ropes and land flat on your face next to the spectators. Once there, though, fights are much more exciting – that's if they don't dissolve into a slapstick chase-around and around the ring.

THE CAGE

The infamous 'cage match' surrounds the ring with a high metal fence. That means no rebounding off the ropes or ringside grappling, but there's the irresistible opportunity to climb to the top of the fence and come slamming down on someone's head. Or, more commonly, land on the mat and break both legs.

TAG TEAM

Pain is never good, but it's wise not to take a hefty pummeling from one member of a Tag Team. The reason? His mate will join the fray, and together the two of them will execute a particularly painful move on your battered body. The worst is 'The Splits', where each fighter grabs a single leg, then pulls outwards. Goff!



We remember, back in 1998, leading our review of THQ's *WCW vs NWO Revenge* with a giant picture of everyone's favourite scraggy-haired, paint-faced WCW wrestler, Raven. How times change. Not only have THQ lost the WCW license to EA, but Raven has left his flock to join Extreme Championship Wrestling, the newest and bloodiest form of wrestling. Subsequently, he pops up in this latest game from Acclaim, who've adopted ECW after THQ nicked the WWF license from their grasp. Trouble is, Raven is just about the only character we recognise. ECW wrestling might be bloodier, swearer and meatier than its more popular cousins, but it's also

filled with grapplers who no-one's ever heard of. Having over 50 fighters doesn't hold much weight when most of them wouldn't look out of place working behind the till at Sainsbury's, and, with names like 'Balls', 'Smothers' and 'Big Sal', they're not scaring anyone. Not that it matters in the long run. Once *ECW's* wrestlers step into the ring, you'll be hard pushed to spot the differences between this game and its prequel, *WWF Attitude*. There's the same slightly comical, Benny Hill-style speed of movement, the same routines for rebounding off the ropes and leaping out of the ring, and plenty of moves and

grapples borrowed from the previous game. Peer closely and you'll notice a greater emphasis on punching and kicking, in line with ECW's more brutal

LIFESPAN Once *ECW's* wrestlers step into the ring, you'll be hard pushed to spot the differences between this game and its prequel.

nature, but otherwise *ECW Hardcore Revolution* is filled with photocopies of *WWF Attitude's* fighters. It's not only the wrestlers that bring on a feeling of déjà vu. The arena style, the entrances, the options, even the end-of-



pluses & minuses



- Oh so fast.
- Bloodier than most wrestling games.
- A barrel of laughs with friends.



- No attempt to improve on *WWF Attitude*.
- Fans of grapple-based controls won't be pleased.
- Disappointing opponent AI.

If you like this...

WWF Wrestlemania 2000
THQ
N64/36, 90%
Currently the greatest wrestling game in existence. Lovely.



9 VISUALS

Almost identical to *Attitude*, but impressively hi-res all the same.

7 SOUNDS

The usual stuff, plus the odd unintelligible sliver of speech.

8 MASTERY

It puts the N64 to good use, but Acclaim have left the prequel's code largely untouched.

8 LIFESPAN

There are options all over the place, and it's as funny as ever with mates.

VERDICT

Acclaim's wrestling is still comprehensive and authentic, but lacks both improvements and a big-name license.

80%

CAREER MODE

The lid lifted on ECW Hardcore's reasonably enjoyable one-player game.

1 The first job is to scan the roster of likely-looking fighters and choose the one whose career you'd like to massage. We've chosen man-woman hybrid Jazz.

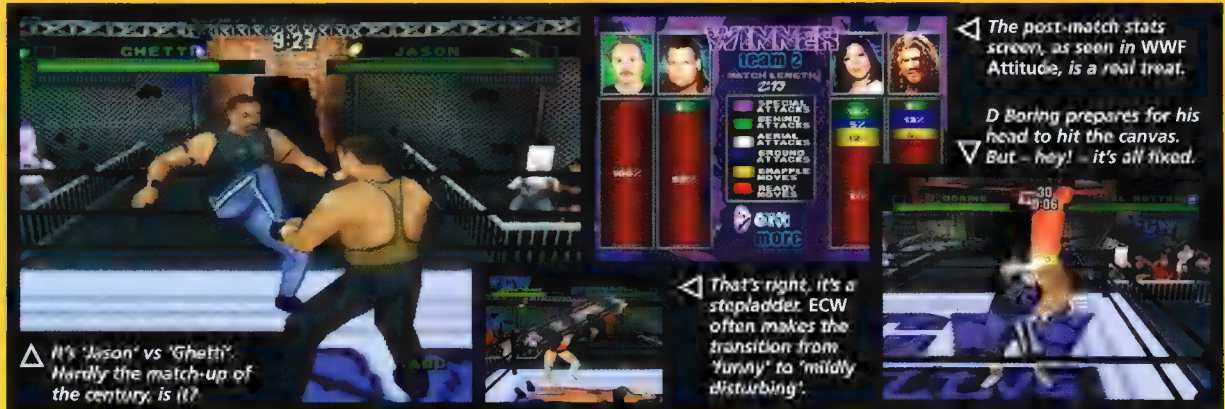


2 Up pops a neat little calendar, showing your fighter's schedule. Unlike *Ready 2 Rumble*, there's no option to train your fighter – instead, it's straight into the first battle.



3 Luckily, your first opponent is one of the game's programmers. To break his face, all that's needed is a few of the simpler moves. Pin him after three minutes and he'll give in.

4 Pushing the analogue after the fight brings up the current championship rankings. Sadly, Jazz is still a long way off from winning the highly coveted 'Acclaim Belt', so more fighting is needed.



△ It's 'Jason' vs 'Ghetti'. Hardly the match-up of the century, is it?

◁ The post-match stats screen, as seen in *WWF Attitude*, is a real treat.

▽ Boring prepares for his head to hit the canvas. But – hey! – it's all fixed.

◁ That's right, it's a stepladder. ECW often makes the transition from 'funny' to 'mildly disturbing'.

match stats screens are totally unchanged. Granted, it's official sports sim policy to release the same game over and over again, with barely noticeable improvements each year. But, with THQ's games winning the wrestling match in the charts time after time, and *Attitude's* look and style looking distinctly old-hat next to *Wrestlemania 2000*, it's surprising to see Acclaim do little more than change the three capital letters on the title screen.

look in danger of courting anything approaching an '18' certificate – but it's certainly the wrestling game most liable to have mums ringing up to give the publishers a stern ticking off.

Pulling off the most gruesome moves isn't easy, though. Once again, Acclaim have decided to upset diehard fans of THQ's grapple-heavy system by employing a beat-'em-up style combo system, where only fast-moving fingers can unlock the

soon be easing their way into your repertoire, and to superb effect. The best move of the stupidly-named Dreamer, for example, involves kneeling on top of a floored opponent and simply punching their face in. It's satisfyingly over-the-top – Acclaim are leaning increasingly towards arcade-style fighting with their wrestling games, and *ECW Hardcore's* frenzied exchanges of ridiculously acrobatic blows help make it the fastest and most action-packed of the lot.

For the best matches, though, it's advised to give the computer opponent the cold shoulder. The one-player career mode, where a dodgily-named fighter can be dragged from obscurity into the giddy heights of pay-per-view matches, is well-designed and fairly enjoyable. But the computer AI, which will happily let you spend the full ten minutes of a match kicking it in the stomach, can make any time spent alone with *ECW Hardcore* a tiring and lonely experience.

So, once again, it's left to the hilarious multiplayer to prevent a wrestling game being thrown in the bin after three days. The comedy value of ECW's frantic fighting is much better shared with three

MASTERY *Fighters can kick opponents in the face, or leap up from the ground to punch their foe in the groin, and the blood flows like wine.*

Still, *ECW Hardcore* is fast, in contrast to the slightly syrupy grappling of *Wrestlemania*, and the moves are the most horribly violent yet. Fighters can kick opponents in the face, or leap up from the ground to punch their foe in the groin, and the blood flows like wine – we even saw one fighter respond to a particularly nasty beating by wetting himself. It's not quite as bloody as we expected – *ECW* doesn't

biggest hits. It's initially frustrating – your first few matches are likely to be nothing more than exchanges of simple kicks and punches, with only the odd spectacular moment where Rhino, lying stunned on the floor, has Dawn Marie trot over and put her foot through his head.

Flick through the moves list, though – handily available at any point from the pause menu – and the showier moves will

PREVIOUSLY IN N64 We took a long look at *Nuclear Strike* a couple of months back, in issue 37.

GET PAK

Nuclear Strike looks a whole lot better in medium-res mode and it doesn't seem to make any difference to the speed of the game. That's what we like to see. You'll need an expansion pak though, so be prepared for faster graphics if you're not already a *DK64* owner or you just refused to spend £10 on 4Mb of RAM out of principle. Pothole: now that King and Thorne have flooded the market with unwanted paks, there'll be a free market for buying and selling to the tune of 4Mbs of RAM every second!



Protect that jeep - it's being driven by one of your *Strike Team* chums.

We like this game. It isn't deep but it's a good bit of mindless blasting action.



Lock on to an enemy by flying close to it. You get a handy red target icon.

The little orange dudes are just begging to be killed. We'll oblige.

NUCLEAR STRIKE

The choppertastic shoot-'em-up classic comes to the N64.

INFO BURST

NUCLEAR STRIKE

FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	1 page
CARTRIDGE SAVE:	X
PASSWORD SAVE:	X
EXPANSION PAK:	Y
RUMBLE PAK:	Y
TRANSFER PAK:	X

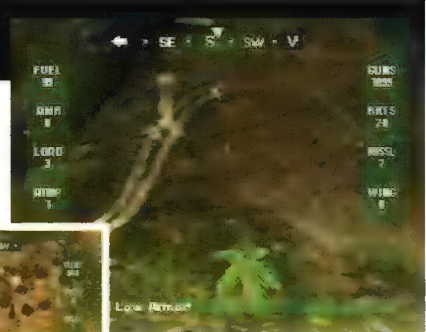
WHEN'S IT OUT?



COST: £40

FREE FLIGHT

Because *Nuclear Strike* is basically an all-out shoot-'em-up, you don't have to worry about crashing into hills or tall objects. Flying over high terrain makes your Apache increase its altitude automatically, leaving you free to circle around enemies camped out on mountain tops. Only a loss of one of your three life bars will ever cause a crash.



Now that's a fatal situation. Low armour means you'll soon cop it.

You don't have to worry about clipping the tops of the towers.

MISSION POSSIBLE

Here's what you'll find during the early stages of your campaign against the evil LeMonde.

1 Check the map screen to see where the next mission objective is located. You can also check out the highest concentrations of all types of enemy vehicle so that you can plan a safe route to your target.



2 Before going after your main target it's often a good idea to destroy some of the other enemy positions around the level. It makes things a whole lot easier later on and it's fun catching them by surprise.



3 This is the objective for now. There's something in the main temple building that our friend Natch needs to find. Stop the enemy soldiers getting to her and buy her some more time to search the ruins.

4 When absorbing all those bullets and missiles starts to take its toll, Natch's POWs even a handy armour bonus. It doesn't do much for your fuel though, so be sure to look out for power-up vehicles.



5 On the next level you've got to destroy a warship before it can launch a missile strike. It's a race against time, with the missile just about to take off as you reach the ship. Hit it with everything you've got.



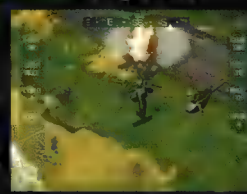
6 Next up is a stealthy strike on an enemy warship. If you're quick enough, you just might be able to knock out the dangerous helicopters before they can get into the air. If not, you've got a fight on your hands.

A surprise attack from the edge of the beach might do the trick here.



Got one! But there's a chopper escaping to the right hand side.

The terrain is as crisp as you could wish for. Now to set it all alright! Oh yes!



These battle cruisers are incredibly hard to destroy before they steam away.

If a nuclear weapon ever went missing, the sensible course of action for any government would be to employ a maverick soldier to track that bad boy down. Somebody who doesn't necessarily play it by the book, but – hey! – he'll get results. Somebody like you, in fact.

As a top chopper pilot and all-round dangerous man to know, it's your job to hunt the renegade ex-CIA agent Colonel LeMonde to extinction, because not only is he a very naughty boy, he has also pinched a nuke from an army surplus store and is threatening to use it for evil terrorist purposes. With minimal support from the elite Strike team, you're basically going to have to go it alone against the might of LeMonde's army of mercenaries.

Nuclear Strike's plot, objectives and playing style should be familiar to former 16-bit owners, since very little has changed over the course of the numerous sequels to

the original Desert Strike. You fly a helicopter around a series of maps, following various different mission targets, rescuing friendly prisoners and destroying just about everything you can lay your gun sights on. But while the basic gameplay has been handed down through the series,

VISUALS It'd have been nice if there were a few more enhancements to the visuals. The missiles all look like plain grey smoke trails.

each new incarnation has seen the controls refined in a FIFA-like manner (this was formerly an EA title after all) and Nuclear Strike represents the top end of the chopper game food chain.

The way the missions usually work is by directing you towards a new objective after you've destroyed a certain target. The

map screen shows where the next bit of action is happening and you just follow the direction indicator until you get to the right place. However, because most of the enemies and objects are present on the levels at all times, you can zoom off to take care of them whenever you like, particularly if your current objective isn't all that urgent.



pluses & minuses



- Realistic terrain.
- Loads of things to blow up.
- Non-linear approach.



- Murky graphics without the expansion pak.
- It's basically the same as all the old *Strike* games.

If you like this...

Chopper Attack
GT
N64/20, 81%
A similar sort of thing although it looks a bit dated these days.



7 VISUALS

The terrain looks good and the medium-res mode is crisp without being jerky.

7 SOUNDS

Ka-boom, pyeeow, and so on.

6 MASTERY

An improvement on the original PlayStation version but still lacking real analogue control.

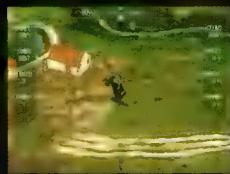
8 LIFESPAN

Like all *Strike* games, the satisfying ability to shoot the hell out of everything makes for good replay value.

VERDICT

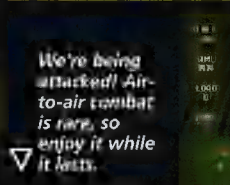
Its whole is more than the sum of its parts. An entertaining, challenging blast for all *Strike* fans.

82%



◀ A house stuck out on its own like that might contain a power-up.

▶ Better napalm than field of crops, just to be on the safe side.



▶ We're being attacked! Air-to-air combat is rare, so enjoy it while it lasts.



▶ Hope that volcano doesn't become active! Actually it's more likely to contain a missile launcher.

▶ When one target is destroyed, the next is acquired automatically.

▶ Bank and turn to circle strafe around your doomed targets.

▶ Looks like the secret beach house of an international dodgy geezer.

You still have to complete the actual missions in the right order but the ability to soften up tough enemies while you're well-stocked with ammo adds a nice touch of freedom to the proceedings.

The game's best moments, such as the missions in which you have to escort convoys and protect key personnel, are involving enough to make you feel like you're engaging in a real military campaign. You get three life bars (armour, ammo and fuel) which you must replenish separately, so you have to be pretty sharp with your tactical thinking when flying into heavily guarded areas. You can easily lose two or three lives in quick succession, because if you crash due to a lack of fuel your health and armour gauges won't be refilled. Some sections can be frustratingly tough.

As in the other *Strike* games, you also get the chance to try your hand at various other vehicles. There's an A-10 tankbuster plane, a hovercraft, a tank and some alternative choppers to hop into at strategic

analogue controller – no matter how gently you move the stick, you always fly at top speed.

It would have been nice if there were a few more enhancements to the visuals (the

LIFESPAN

As in other Strike games, you also get the chance to try your hand at various other vehicles including a hovercraft and a tank.

points, although the standard Apache is by far the best and most controllable war machine. It's easy to circle strafe around enemy positions and pick off the ant-like soldiers with your cannons. Our one major complaint about the handling is that it makes no attempt to utilise the N64's

missiles all look like plain grey smoke trails) but in general we reckon most gamers will be quite pleased with *Strike*'s N64 debut. Even if it doesn't really do anything that hasn't already been seen in the Mega Drive versions, it's still plenty of fun.

MARTIN KITTS

SHOOT THE BADDIE

DESTROY THE UNIVERSE

GET THE GIRL

KEEP THE CHANGE!

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PREVIOUSLY IN N64 *We previously watered racer **Hydro Thunder** back in issue 38.*

MULTI MADNESS
Yup, unlike the Dreamcast version, *Hydro Thunder* on the N64 features a full, four-player multiplayer mode. Unfortunately, though, the game is slow and sluggish when four people are playing, and you can only play with the first-person view to cut down on extra detail. The two-player game, though, is great fun, being fast and fun, and making for surprisingly close races. Lovely.



◀ The blue icon gives a four-second turbo.

▶ Police boats often appear to annoy you.

▶ The ruins of New York. One of the game's best tracks.

▶ Get the boost icon! They're essential if you're to succeed.



▶ Venice Canals is one of the hardest tracks in the game.



▶ Look - see the killer whale in the bottom right? THAT'S attention to detail. Mint.

▶ It has to be said, the water isn't very wavy. At all.



HYDRO THUNDER

Midway's watery racer comes up trumps...

INFO BURST

HYDRO THUNDER

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	6 pages
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?



Now March TBA

COST: £40

BOATY LIGHT

There are 13 vehicles in all in *Hydro Thunder*, all with varying abilities, strengths and weaknesses. Here are our favourites...

Thresher

This black beauty - Martin's favourite - is a real bruiser. Acceleration's not too hot, but top speed is great, and it'll barge anything it hits out of the way.



Miss Behave

Forget the rubbish name, this ship has great handling, and its aerodynamic design means that it'll glide for ages off ramps or from Hydro Jumps.



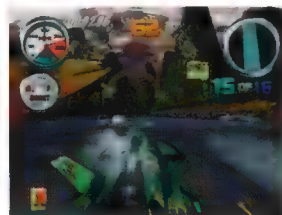
Rad Hazard

Built from UFO spare parts, the handling on this craft is awful. But boost ability is tremendous, making Rad Hazard, when fully turboed-up, lightning quick.



Banshee

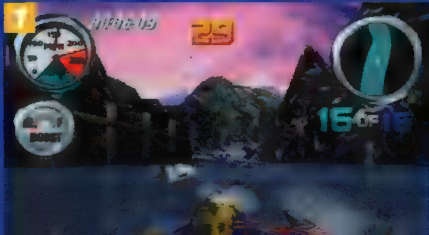
Tricky to get to grips with, Banshee is nonetheless a firm favourite, being above-average in pretty much every area. Tends to swing around a bit, mind.



WATERY WALKTHROUGH

Let us take you through the shortcut-laden Arctic Circle level. Here goes...

1 Aaaaand we're off. Hitting the accelerator just as '1' comes up will give you a small boost and a helpful start.



2 Grab the hammer ahead of you and head towards this rail on the left bank. Use your turbo to gain a bit of speed, and...



4 Soon you'll see this track-side tunnel ahead of you. When you get close to it, use a Hydro Jump (brake then boost) to get inside.

5 The key tunnel you'll slip into is another shortcut, and you'll accelerate out of the end onto a glassy stretch of water.



6 Hydro Jump through this ring of ice and snow to cut off this corner, and launch a few penguins down on the way.



8 Now the end, now – with enough speed, or another Hydro Jump, you can leap over the ice bank to cut through the innards of this huge ship.



7 After clipping under an ice arch to grab a real boost icon, follow the palke ship up the ramp for just more boosting.



9 And you're on the final stretch. Taking that last shortcut through the ship leads you to a mighty speed-up ramp. Well done!

Midway, it seems, are to be congratulated. After the stunning *World Driver Championship*, and the laugh-a-minute *Ready 2 Rumble* – we'll forget about *Paperboy* – comes this, a supercharged, water-based reiteration of *San Francisco Rush*.

And what fun it is. But, first things first, this is no *Wave Race*. The water in the game is disappointingly flat and immobile, only occasionally mustering a modest swell or wave. Nintendo's game remains – by far – the best briny racer ever, but take *Hydro Thunder* on its own terms and you'll find much to enjoy. This is a highly enjoyable and inventive racer.

Despite the lack of riptides and breakers, the futuristic boats of *Hydro Thunder* handle exactly as you'd expect

better-designed for this than others. And using a sustained boost will, after a few seconds, activate your ship's 'Mighty Hull', meaning you're invulnerable for a short while and can ram opponents out of the way. Most satisfying.

Elsewhere, the wildly inventive tracks also score highly; they're simply packed with detail and colour, and the game still runs at a silky-smooth frame rate – even in the hi-res mode provided by plugging in an expansion pak. And there are shortcuts everywhere, from small hops over dry land to immense new stretches of course



The enemy boats are evil swines, strapping at nothing.

The attention to detail is superb – see that ship!

MASTERY The futuristic boats handle exactly as you'd expect them to. The control 'feels' just right.

them to, skimming and bouncing along the water, ploughing the surface, submerging after jumps, 'digging in' on corners and trailing mist in their wake. The control 'feels' just right, and even offers a few small points of subtlety – using a combination of braking and boosting, for example, it's possible for your craft to take to the air for a few moments, which is essential for grabbing hard-to-reach turbos and shortcuts. Of course, some craft are

through well-hidden caves, there's loads to discover here. Many are also used in conjunction with *Hydro Thunder's* emphasis on breathtakingly huge jumps, making for a game that is as enjoyable for allowing you to ferret out secrets as it is for letting you indulge in some high-speed, ludicrously over-the-top racing. Throw in some remarkably tenacious and bullish CPU opponents – rather than sticking to one straight racing line, they

veer all over the shop, barging their way through – and you've got a game that couldn't try harder to offer some splendid arcade thrills.

It's not perfect, of course, being, at heart, nothing more than a simple racing game. And, although there is a huge amount of shortcuts, it won't take you that long to see everything. Ultimately, though, there is a lot to love here, and special mention must go to developers Eurocom, who have created a game that's identical to the Dreamcast version – same speed, same amount of detail, completely comparable (apart, admittedly, from not looking as good). In fact, *Hydro Thunder 64* offers a little extra, in the shape of a true four-player mode (Sega's machine could only offer two). Not bad, eh?

So, yes, well done to Midway. *Hydro Thunder* is great fun indeed.

JES BICKHAM

pluses & minuses



- Fast.
- Inventive courses.
- Loads of shortcuts.
- Great arcade fun.



- Perhaps not that long-lived.
- No waves.
- Water looks mostly rubbish.
- *Wave Race* is far superior.

If you like this...

Wave Race 64

Nintendo
1997, 90%
Small, wonderful water-based – and a damn good too.



8 VISUALS

Masses of detail, very colourful and commendably sharp.

6 SOUNDS

Shouty American commentator and loud 'music'.

7 MASTERY

Technically this is fine – fast and smooth yet graphically busy.

7 LIFESPAN

Plenty of tracks and cars to unlock, and it's surprisingly difficult too.

VERDICT

A real surprise – *Hydro Thunder* is *San Francisco Rush* on water, but manages to be much, much better than that sounds. Top fun.

84%

pluses & minuses



- Detailed physics system.
- Looks great.
- Immensely detailed.



- Very hard to get to grips with.
- Perhaps too complex.
- Of limited interest.

If you like this...

Road Rash 64
THQ
N64/36, 69%
Partially successful game of intense combat on motorcycles

8 VISUALS

Sharp, detailed and smooth – with an expansion pak.

6 SOUNDS

Awful American 'rock' and a probably famous-in-the-USA commentator.

7 MASTERY

Technically, this is quite impressive. Far more accomplished than the PlayStation version.

6 LIFESPAN

The main championship soon gets a little tiresome, but there's also a two-player mode and stuntwork.

VERDICT

Perhaps overly-complex, this is nonetheless a fine – if hardcore – game of men and bikes.

76%

PREVIOUSLY IN N64

We haven't, shamefully, done anything on *Supercross* before. Sorry.



TRICKY CUSTOMER

The most accessible part of *Supercross 2000* is the Freestyle Mode, which is ostensibly a Stunt Mode in the vein of those seen in *Wave Race* and *1080° Snowboarding*. It can't, however, live up to those sterling efforts – stunts are a simple case of holding down Bottom-C and twiddling the analogue – but flinging your bike into the air and hanging off the back of it can be quite enjoyable, in a nostalgic Grifter-in-the-park kind of way. (I had a Tomahawk, actually – Ed.)



SUPERCROSS 2000

EA's bikin' is to our likin'.

Patience, that's what you'll need with *Supercross 2000*, and plenty of it. Because this, the N64's first motorcycle game – pipping both Kemco's *Top Gear Hyperbike* and Acclaim's *Jeremy McGrath Supercross* to the post – is a devilishly tricky beast, and no mistake.

INFO BURST	
SUPERCROSS 2000	
FROM:	EA
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	23 pages
CARTRIDGE SAVE:	X
PASSWORD SAVE:	X
EXPANSION PAK:	X
RUMBLE PAK:	X
TRANSFER PAK:	X
WHEN'S IT OUT?	
USA	UK
Now	Now
	TBA
COST: £40	

And this is due to *Supercross* being more simulation than

anything else. You'll find no simple arcade thrills here (aside from in the stunt-tastic Freestyle Mode – see 'Tricky Customer'), and it all boils down to the handling. You'd think it'd be simplicity itself to skid around a corner at speed on a bike – in a videogame, at least – but you'd be wrong. *Supercross* requires you to slow down to a crawl as you take a corner (as in real life), therefore making this a game that's immensely frustrating for those of us wishing to hare madly around the twisty-turny dirt courses. And considering the twisty-turny dirt courses in *Supercross* are very twisty-turny indeed, the game is very 'stop-start'.

So, yes, the game can be maddening at times. But with practice comes reward, and once you've got used to the complex turning system – a balance of acceleration, braking and juggling the clutch – and the fact that bike and rider move as two entities rather than one, *Supercross* starts

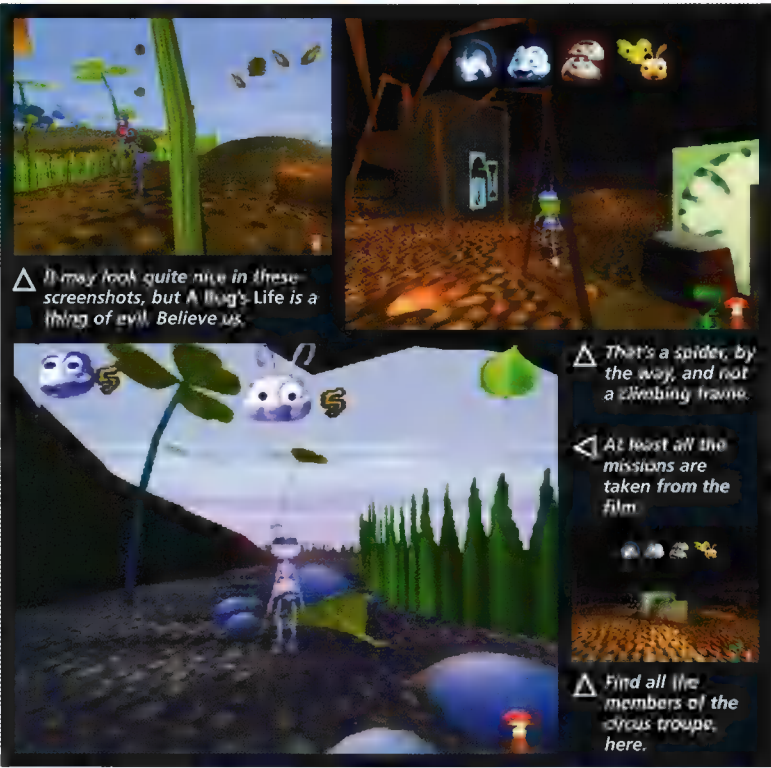


to come alive. Granted, it's probably going to appeal more to fans of the sport – those that can recognise the riders and appreciate the commentary – but this is a well-developed slice of mud-splattering action nevertheless.

And the game, with an expansion pak, runs in wonderfully smooth hi-res, without a hint of fogging, pop-up or slowdown. It's very impressive – and, at the end of the day, far more welcome than yet another tedious annual update of *FIFA* and the like. *Supercross 2000*, then, is tricky, but not altogether unenjoyable. Rather good fun, in fact.

JES BICKHAM

PREVIOUSLY IN N64 We reviewed this on import in issue 31. It seems a whole lot worse now.



△ It may look quite nice in these screenshots, but *A Bug's Life* is a thing of evil. Believe us.

△ That's a spider, by the way, and not a climbing frame.

△ At least all the missions are taken from the film.

△ Find all the members of the circus troupe, here.

Bug bashing

Play *A Bug's Life* for any length of time and you'll be 'treated' to a boss encounter, of which there are several. This one's the best (for that, read 'worst'), though. In a rolling tin can, you have to fight a horsefly called Thud. The auto aim here makes it a simple case of standing in a safe spot where no debris can get you – you only need to move when the boss fires at you. We really do have better things to do with our time. And so do you.



△ It's not very hard, we have to say. We beat him in about, ooh, 15 seconds.

pluses & minuses

- +** It is, technically, a game.
- Awful camera.
- Awful game mechanics.
- Just plain awful.

If you like this...

Toy Story 2
Activation
Replay 7/10
Pleasant if you're a little
impressionist. [View our full
review on page](#)

A BUG'S LIFE

Time we called Rentokil.

Oh dear. We reviewed this rancid little 'adventure' on import in issue 31, and it appears Activision have no shame, so intent are they on foisting it on an unsuspecting public.

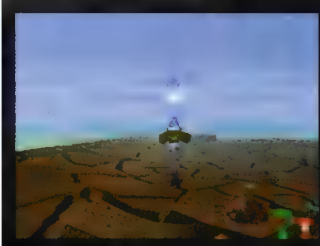
Irredeemably tarnishing any fond memories you may hold of the film, *A Bug's Life* is a basic, shoddy and wholly unenjoyable exercise in how *not* to create a 3D platformer. And the age-old 'it's for kids' excuse holds no water with us; all the children we know have completed *GoldenEye* three times over.

INFO BURST	
A BUG'S LIFE	
FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	12 pages
CARTRIDGE SAVE:	
PASSWORD SAVE:	
EXPANSION PAK:	
RUMBLE PAK:	
TRANSFER PAK:	
WHEN'S IT OUT?	
Now	Now
TBA	
COST: £40	

The problems are manifold. The 16 levels (of which one is used for training) are *unbelievably* tiny, complete with a single linear path that requires about three minutes of play to romp through.

Any jumping that you'll indulge in is hair-pullingly frustrating, as the seemingly random physics system disallows any consistency whatsoever. And the game camera is one of the worst we've seen, which, among other things, means enemies can suddenly dart in from outside your field of vision and kill you without warning. A shocking state.

Elsewhere, we're treated to muddy graphics, pop-up that appears to have sprung directly from the rotten corpse of *Aero Gauge*, and bosses that test neither skill or enjoyment thresholds (see above).



△ Watch out for the bird! He's big and will eat you in a trice.

△ Use the dandelion to float over the dried river-bed.



Sooo, then, you'd be well advised to give this a wide berth. The only thing *A Bug's Life* has going for it, is that it's cleared up the furore over the price of *Donkey Kong 64*. Paying £60 for Rare's finest suddenly seems like a joyful bargain compared to this, £40 of utter, utter bilge.

A waste of money, plastic and cardboard, unprecedented since *Clayfighter* crawled onto the shelves. Avoid at all costs.

JES BICKHAM

5 VISUALS

Colourful in places, but dull and dreary elsewhere. And there's some nasty, nasty pop-up.

5 SOUNDS

Basic effects and some cheery tunes that are almost worth listening to.

4 MASTERY

Not in comparison to *Donkey Kong 64*.

3 LIFESPAN

Perhaps an hour, but possibly not as long as that. Short, nasty, and all too tedious.

VERDICT

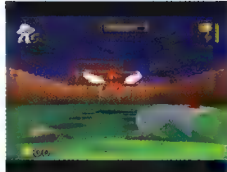
Bashed-out, cobbled together and hopelessly lazy – this cash-in is an all-too cynical attempt to relieve you of your dosh. Don't be fooled.

31%

PREVIOUSLY IN N64 We reviewed the import version of Toy Story 2 in N64/37. Yup.

PLANE SAILING

After struggling past DK64's multiple bosses, you'll find Toy Story 2's a walk in the park. This, the second, looks like he's going to prove tricky as he flies over your head and drops some hefty bombs, but with the game's generous five lives (and the fact that you never seem to lose them), you soon find out that to get rid of the airborne ass you only need stay in the centre of the field, target him and fire your ray gun as he approaches. Just 10 hits should do it.



The game shows off its PlayStation roots with there still FMV scenes. Pretty tough.

The slewing staircase is pretty impressive.

Buzz and his gang look on as Woody tries to save another toy from being...

There are plenty of coins to collect - and if you pick up a tricky 100, you'll earn yourself a handy extra life.

Andy's room. Use the bed to bounce into the crib and then onto the table.

WHAT'S THE BUZZ?

So what's our space-suited hero got hidden up his sleeve?

Climb

With a double tap of A, you'll launch into a higher jump and be able to cling onto the edges of shelves, chairs and walls. By holding down A, Buzz will then clamber on up.



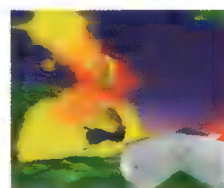
Push

Look for objects with a green hand signal above them and you'll be able to push that object in a set direction in order to access new areas that were previously out of reach.



Shoot

Hold down R and you'll access Buzz's inside helmet view (and if you look carefully you can see his face reflected!). Now use B to pick off any enemies via the cross-hairs.



Fly

If you're high up and need to cross rooms that are well out of reach of your standard jump, just tap A and keep tapping to flip out your wings and fly-iiiit.



TOY STORY

Film licensed, toy-filled, Mazza-u-like! But, is it any good?

INFO BURST

TOY STORY 2

FROM:	Activision
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	12 pages
CARTRIDGE SAVE:	X
PASSWORD SAVE:	X
EXPANSION PAK:	X
RUMBLE PAK:	X
TRANSFER PAK:	X

WHEN'S IT OUT?

Now	Now	TBA

COST: £40

AREN'T AVAILABLE UNTIL YOU HELP MR. POTATO HEAD ON ANOTHER LEVEL.

All the characters from the film turn up to lay down some tricky challenges.

Shout off the catches to open up the crib. Simple when you know how.

Fire off a few laser rounds and enemies explode nicely.



A non-Nintendo 3D adventure is enough to strike fear into even the sternest of hearts, but a non-Nintendo 3D adventure and film license from the people who brought you *A Bug's Life* is like waking up next to Alan Titchmarsh. Fortunately - and astonishingly - *Toy Story 2* is actually a pretty accomplished, if somewhat uninspiring, platform romp.

A cross between *Micro Machines* and *Mario*, the game sees you taking on the role of Buzz Lightyear as he attempts to rescue floppy-bodied Woody from the clutches of a toy collector. The camera's reliably dreadful and the game sports one of the worst PAL conversions you'll ever have had the misfortune of setting eyes on (just look at those borders!), but what elevates *Toy Story 2* above the usual humdrum Mazza rip-offs is its innovative use of real-life settings.

Starting off in the wide open spaces of Andy's house where mops act as rope swings, kitchen

MINI ME

To collect those Pizza Tokens, you'll need to meet up with your toy friends...

Slinky

Hiding out in the construction site, Slinky sets you a time challenge: collect five wrenches in under a minute by – and this is the hard bit – wading through sludgy concrete.



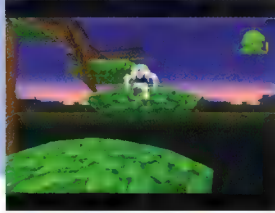
RC

Poor old RC doesn't get to change his challenges – beat him in a three-lap race – but they do get progressively harder as you meet up with him throughout the game.



Green Beret

The Captain of the plucky soldiers sets you one of the game's trickier challenges: find five of his men. Problem is, they're all hidden up the second level's hideous tree.



Mr Potato Head

Fairly predictably, Mr Potato Head's challenge sees you having to collect bits of his body that he's carelessly mislaid. As you go through the game, they turn up all over the shop.



pluses & minuses

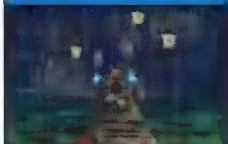
- Great level design.
- Huge playing areas.
- Fluid controls.
- Loads to do...



- ...even if it is a bit samey.
- Dodgy camera.
- Perhaps overly sedate.

If you like this...

Rayman 2
LUT SCOT
MAY 15, 73%
Not as inventive, but ten times as entertaining. Frenchified 3D adventure.



7 VISUALS

Surprisingly good, if a little PlayStation-ey and pretty much fogless.

5 SOUNDS

Hardly any sampled speech and a tinkety-dinkety theme tune.

6 MASTERY

A basic 3D engine complete with texture problems, but better than you'd have thought.

6 LIFESPAN

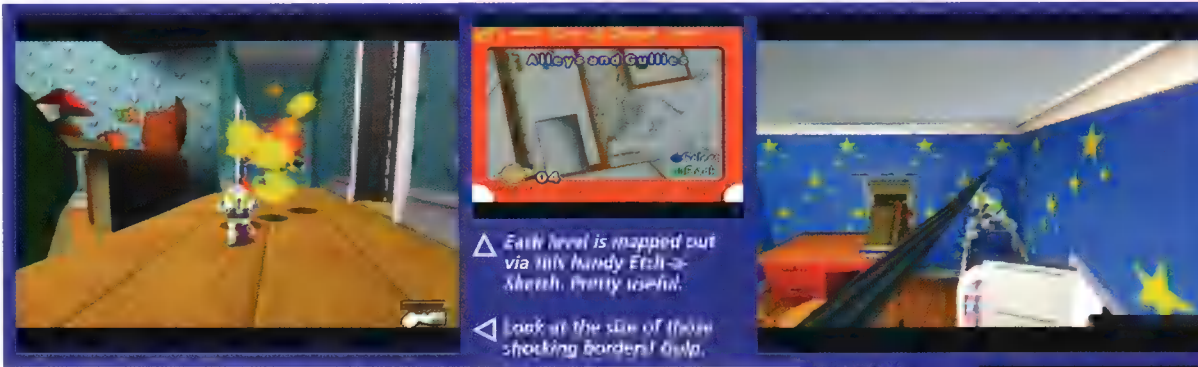
Simple stuff, played out at a serene pace.

VERDICT

Likeable and imaginative, *Toy Story 2* ranks alongside the likes of *Rayman 2* and *40 Winks* as a solid, hard-working 3D adventure. Shame about the shocking PAL conversion, mind.

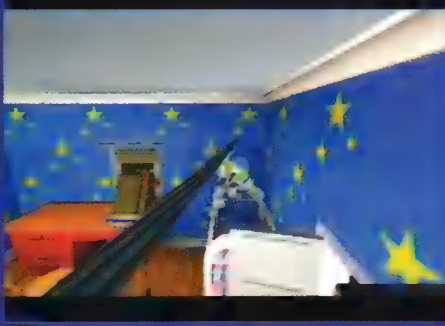
71%

TIM WEAVER



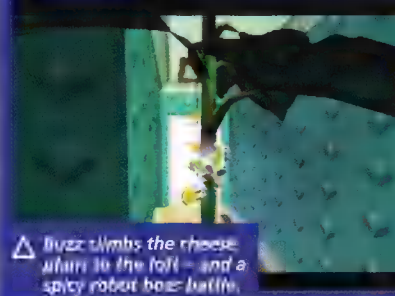
△ Each level is mapped out via this handy Etch-a-Sketch. Pretty useful.

△ Look at the size of those shocking borders! Gulp.



△ Use this slightly-out-of-phase map to cross rooms.

Buzz swivels off another adversary.



△ Buzz climbs the cheese when in the fall – and a spicy robot bear battles.

RY 2

cabinets make useful platforms and cushions provide cross-room trampolines, the game turns a standard one-bedroom house into a sprawling opening. Later areas don't quite recapture the brilliance of the first level's cross-sofa climbing, but the opportunity to wander through drains, under parked cars, across stoves and along window ledges more than makes up

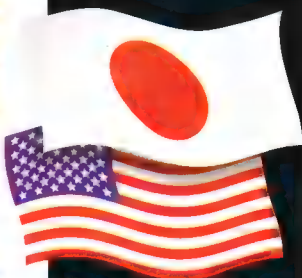
challenges from Toy Story's central characters. Most are fairly easy, and the puzzles the likes of Bo Peep, Slinky and Mr Potato Head set are signposted a mile off, but it's undemanding and enjoyable and – to spice things up – just occasionally lip-tremblingly frustrating. Trying to scale the heights of the tree on the second stage is about as player-

VISUALS ● *In Andy's house, mops act as rope swings, kitchen cabinets make useful platforms and cushions provide cross-room trampolines.*

for the slightly repetitive nature of the later outdoor stages and their samey mini missions. The game's central objective is to collect as many Pizza Tokens as you possibly can – there are six on each level – and you go about this by accepting

friendly as Vinny Jones. Still, you only need one Pizza Token to progress, so if one level's too tricky, just move onto the next. It's difficult not to like *Toy Story 2* just a little bit, then, even given its simplicity and endless, leisurely pace. Visually it's perfectly competent, and to play it reminds

us a little of *Pilotwings* or *Silicon Valley*, both games that proved you don't need screen-rumbling explosions and fast-paced gunplay to dress a game up. Probably, *Toy Story 2* could have done with spending a few more months on the drawing board dreaming up a wider variety of mini games, but with the film arriving on these shores in a matter of months, presumably neither Activision or developers Disney fancied missing out on some of that handy pre-film hype. So, nothing remarkable, but a compelling kid's game all the same...



The games reviewed in this section are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64

We last visited Mario Party 2 back in N64 37.



△ The final moments of a Bowser Balloon – and a victory for Mario and Peach – caught on camera.



▽ The pirate ship cannonballs Yoshi back to the start. Special effects aren't Mario Party 2's forte.



△ This submarine minigame is superb. And see how Wario's nose glows super-red underwater.



▷ If one player is running away with the game, Chance Time allows you to nick their stuff. And cackle.



◁ The aim here is to avoid looking in the same direction as Wario when his canibear music stops.

MARIO

● Gonna party like it's nineteen-ninety... oh.

INFO BURST

MARIO PARTY 2

FROM: *Nintendo/Hudson*

CART SIZE: 128Mbit

HOW MANY PLAYERS: 1-4

CONTROLLER PAK:

CARTRIDGE SAVE:

PASSWORD SAVE:

EXPANSION PAK:

RUMBLE PAK:

TRANSFER PAK:

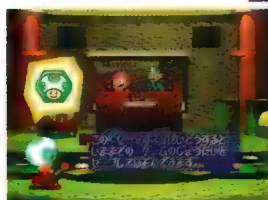
WHEN'S IT OUT?

Now June Now

COST: ¥6800 (approx. £35)

Minecart mayhem

No friends? Nintendo obviously share your pain, as they've built a handy single-player mode into *Mario Party 2*, themed around a minecart ride. It's hard-going – you'll need to play through the same series of minigames anything up to five times before reaching the goal, and the CPU opponents are extremely unforgiving in the 1 vs 3 games – but the rewards (which we won't spoil for you here) are well worth it.



Little Toad – still smiling, and as irritating as ever.



△ The path is filled with horribly tricky minigames – but Toad just keeps on smiling.

NEW GAMES HERE

After cross-referencing the 'Welcome Happy Mini Games!' booklets from both *Mario Party* titles, we've discovered that 35 of *Mario Party 2*'s minigames are brand new. Here are the most notable additions...

Sneak 'n' Score

Nintendo bring 'What's the Time, Mr Wolf?' to the N64. While a Chain Chomp sleeps, the four of you battle to be the first to run forward, hit a switch, then scamper back.

The laughs come when the Chomp awakes and sees someone move – they're promptly scooped up in his giant mouth and dumped in the bin. It's funny on so many levels.



FUNNIEST!

TOUGHEST!

A simple idea, flawlessly executed. The winner is the player who correctly counts the number of Toads on-screen – not easy when they're milling about all over the shop.

Evilly, there are one or two proper mushrooms in the crowd to foil your toad-toting, and other versions of the game (featuring Bob-ombs and Boos) feature characters who disappear mid-count. Grrr!



Roll Call

OH MY S%*E!

The original *Mario Party* had Luigi and Mario screaming 'Oh My God!' when they lost a round. Unsurprisingly, that was swiftly removed for the American and European releases – and it hasn't reappeared for *Mario Party 2*. Still, Wario still has some real gems: "So... I misssssed..." being one, and the superb, "Wario... I gotta win!" another.



Shock, Drop and Roll

This is superb. Three players sprint atop a giant rotating drum, while the fourth sets about switching the drum's direction and knocking the others onto the electric fence below. If the three 'runners' haven't learnt the successful formula to staying on (jump whenever the drum changes direction), they'll all be frazzled within seconds.



FASTEST!

Honeycomb Havoc

It's difficult to imagine honeycombs creating anything approaching 'havoc', and, sure enough, this is a real yawnfest.



The aim is to avoid being underneath the tree when the bee-filled honeycomb falls, by nudging a block which controls how quickly the fruit fall. Sadly, it involves maths, so we immediately fell asleep.

DULLEST!

CRISWELL (N64) PREDICTS... UPDATE!

Back in our review of the original *Mario Party*, we confidently predicted – in an innocent-looking margin note just like this – that the follow-up would 'do for the console board game what *Mario 64* did for platformers.' Were we right? Well, no. *Mario Party 2* has simply done for the console board game what *Mario Party 1* did for the console board game. Well done, us.

PARTY 2



There are two ways to look at *Mario Party 2*. The first view, which we'll call 'The Wrong One', sees the game as a lazy rehash of last year's *Mario Party*. With the central structure the same, the modes of play almost identical, and almost half of the original's minigame collection back for another go, it's a view that's – at the very least – fairly easy to empathise with.

▲ Mario's arch-nemesis makes the odd foray onto the board to steal coins a-plenty.

▶ Bowser doesn't dance as much as he did in *Mario Party* – he leaves that to his little baby brother.

At first, anyway. Because the other view – you've guessed it, 'The Right One' – quickly becomes apparent after a few minutes of rolling dice, playing minigames, and chortling as you employ Big Boo to steal coins from your rivals. Changing *Mario Party*'s near-perfect formula

for multiplayer fun would have left us disappointed – as it is, Nintendo have left the boat largely un-rocked, and *Mario Party 2* subsequently marks a welcome return for just about everything that made the original great.

What changes there have been are equally welcome. The themed game boards



VISUALS The themed game boards look superb, and now bulge with shops, characters and event tiles.

(which the characters move around between minigames) look superb, and now bulge with shops, characters and event tiles. No longer is the trek around the board peppered with nothing but tedious one-player games and bonus dice rolls – now, items can be bought to scupper opponents,



pluses & minuses

- Laugh-out-loud funny in places.
- Still (nearly) unique amongst games.
- Tidy presentation.
- Plenty of modes, bonuses and challenges.

- Games still go on too long.
- Questionable value if you bought the original.

If you like this...

Mario Party
Nintendo
1993
Power playtime minigames, but not too long.

ACCESSIBILITY

Choc-a-block with Japanese, but nothing a few experimental button-presses won't sort.

8 VISUALS

The themed boards are substantially more impressive than the prequel's.

7 SOUNDS

All the usual voices, shouted over some surprisingly toe-tapping tunes.

7 MASTERY

The third dimension is used sparingly, but to good effect.

8 LIFESPAN

Grab three friends, employ the full range of game types and you'll never put it down.

VERDICT

Unique, packed with extras, and a laugh a minute. Best wait for the PAL version, though.

87

Mode to joy

The only choice normal parties offer is 'kitchen, living room or sitting on the stairs'. *Mario Party 2* has much more to it.

BOARD GAME

The default game – a 20, 35 or 50-turn trek around a board, with a different minigame to play at the end of each turn. The best of the six boards is *Horror Land*, which switches from day to night when someone lands on a '?' square, and features evil Kamek, who hasn't been seen since Yoshi's Island on the SNES.



Look at Toad in his little magician's hat. Tiny idiot.



Kamek – no more Mr Bumbling Bowser Sidekick.

MINIGAME STADIUM

This titchy board does away with all the usual stars, items and other 'events', making it a simple procession of minigames, with the winner being the player with the most coins by the end. The advantage of this board is that games take a maximum of 30 minutes to play through.



Mama-mia – Mario won't get far with that dice roll.



No stars in this game – it's all about the money.

BATTLE MODE

The logical step on from the Stadium Board – lots of minigames without a board to get in the way, with the victor being the first to a pre-set number of wins. The games are chosen only from ones you've purchased from the Mini Game Tree, so you'll need to have earned a walletful of coins for a good selection.



Despite the boxing ring, there's never a punch-up.



Skateboards: as 'hip' as ever in Mario's world.

MINIGAME PICK

Click on the orchard in the centre of Mini Game Land for the chance to pick minigames one by one. You can choose between different styles of a single game (such as the different characters in Roll Call!), and the Piranha Plant scampering between the trees will chuck you a bonus minigame from time to time.



That blue minigame fruit is one of the game's secrets.



Each type of game is pleasantly colour-coded.



Mini Game Land won't look like this on first play – those two buildings in the corner are secrets.

have entire games built around them – and they'd knock most of SCI's output into a cocked hat.

The best news is that the much hated, wrist-breaking 'rotate the stick as fast as you can' minigame control system has been jettisoned. In its place, the much more effective system of tapping A and B together is already prompting heated debates in the office as to whether the thumb or two forefingers is a better bet. Happily, there's plenty of opportunity to practice tactics in *Mario Party 2*'s wealth of time-based minigames – including the

Board for a fast-paced minigame-based fight. Fancy a two-on-two team game? The Battle mode makes just such a thing possible. For a board game, *Mario Party 2* is staggeringly comprehensive.

And, naturally, Nintendo and Hudson have concealed secrets and bonuses in all the game's nooks and crannies – and, where *Mario Party* threw all sorts of game types at you from the word go, the sequel refuses to hand them over until you've won enough coins to earn them. It's a great incentive to get your mates round for a game and increase your coin hoard – and, if you're Johnny No-Friends, the sheer joy of the minigames makes playing against computer opponents more enjoyable than you might think.

VERDICT

...fundamentally just the same as the previous year's event but a bit bigger, a bit more colourful and a lot more enjoyable.

finger-snapping 'Wind up the Shy Guy' game, carried over from the first game.

The real beauty of *Mario Party 2*, though, is that it caters for just about everyone's tastes and whims. Annoyed at being beaten when bonus stars are given out after the final turn? They're easily switched off. Tired of the countless hours spent traipsing around the board between minigames? Then fire up the Stadium

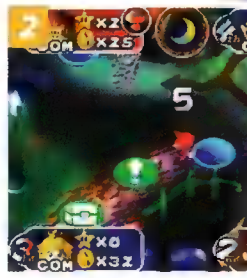
Imagine *Mario Party 2*, then, like a Millennium's Eve party – fundamentally just the same as the previous year's event, but a bit bigger, a bit more colourful and a lot more enjoyable. We'd advise waiting for the English-language version of the game, but this is essential for fans of *Mario Party*, and a must for those who missed it the first time around. Party on!

MARK GREEN

I GOT IT!

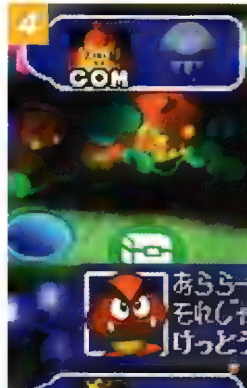
Mario Party 2's exciting new 'item' system in full effect...

1 Peach wins another minigame and fills her bulging pockets with more coins. Mario looks on jealously. There be trouble brewing.



2 Lady Luck beams down on Mario, giving him the dice roll he needs to land on the Koopa Shop tile.

3 From a shelf that includes mushrooms (for extra dice rolls) and keys (for access to locked areas on the board), Mario picks the Glove.



4 Mario throws down the gauntlet, allowing her to bet coins on the result of a duel between him and Peach.



5 Let the duel commence! It's a frantic race to match the button-presses that appear on screen.

6 Sadly, Peach trounces Mario in the battle, thereby adding even more to her coin hoard. Oh, the irony.

IMPORT ARENA MARIO PARTY 2



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PREVIOUSLY IN N64 We reviewed the Japanese version of Harvest Moon N64

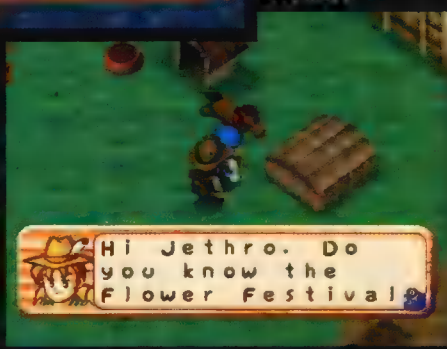
REACH FOR THE SKIES

Can't find the restaurant on Mt Moon? Well you're not really supposed to see it until the bridge has been repaired, but there's a sneaky way to get up there. Just stand next to the tree next to the Harvest Sprite's cave and press A to climb up.



△ Yes, and so far we haven't caught a thing.

▷ If only we had some flowers we could enter the local flower contest.



Hi Jethro. Do you know the Flower Festival?

▷ Sadly we put all our cash on the grey. Bad move.

That's the daughter's room. Don't go in.

△ Oh, go on. It's probably a good idea to obey the mum.

▷ This chip likes bugs and creepy crawlies.

I'm an entomologist. Nice to meet.



HARVEST MOON 64

Riding the RPG rollercoaster of lurve.

INFO BURST

HARVEST MOON 64

FROM: *Natsume/Crave*

CART SIZE: *128Mbit*

HOW MANY PLAYERS: *1*

CONTROLLER PAK: *X*

CARTRIDGE SAVE: *X*

PASSWORD SAVE: *X*

EXPANSION PAK: *X*

RUMBLE PAK: *X*

TRANSFER PAK: *X*

WHEN'S IT OUT?

Now Summer Now

COST: \$50 (approx £35)

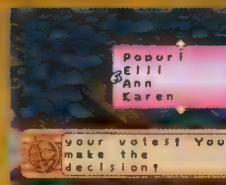
DO'S AND DONT'S

Could she be Born to Make You Happy? Or won't that impress her much?



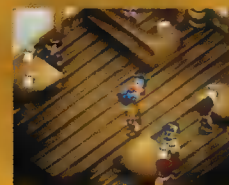
DO!
Work
Getting your hands dirty and your armpits sweaty is the only way to

earn the cash to pay for a flashy house. And forget those 'bachelor pad' ideas. A nice sensible house with a kitchen and a spare room for any future arrivals will have the girls going weak at the knees.



DO!
Flatter
Mess around at your peril. It's a small town and gossip spreads quickly. So

make sure you don't 'accidentally' vote for another girl as Harvest Goddess. And never, ever bring flowers and treats to the girl next door, 'just to be on the safe side'. Choose one lass and stick with her.



DONT!
Waste
To the left you'll notice a classic example of what not to do when in

the presence of a lady, Jethro has had a skin full and is happily sleeping off the effects in the middle of the pub floor, right under Karen's nose. Better get used to those lonely nights, mate.

WILD OATS

Five single girls, each looking for a certain type of man. Choose wisely, young Jethro.



MARIA

Ahh, Maria. Behind those spectacles, underneath that dowdy librarian's outfit, is a Harvest Goddess just waiting to be discovered. Treat her with kindness, never show off, and you might just end up marrying the mayor's wealthy daughter.



KAREN

Certainly the foxiest of all the local lovelies. Karen lives at the vineyard, where she sleeps most of the day. At night you'll find her at the pub, usually surrounded by drooling admirers, sometimes chaperoned by her scary father. Approach with caution.



PUPURI

Pupuri, as in the stuff that makes bathrooms smell nice. The pink-haired beauty works in the flower shop, so investing in a tasteful bed of blooms might be a shrewd move. She hangs around in the forest on her days off, watching butterflies and enjoying nature.



ANN

Ann loves animals, horses in particular, which is just as well since she lives on a huge ranch just outside the village. She does look worryingly young though (even more so than all the others) and she's got a big brother who actively hates your guts.



ELLI

The local equivalent of Delia Smith. Elli works in the cake shop and likes a man with a hearty appetite. She also has a soft spot for cuddly wildlife, so she'll be dead chuffed if you show her some of the cute creatures you manage to catch in the forest.

pluses & minuses

- Huge.
- Adorable.
- Lots of variety.
- Great sense of humour.

- Lazy programming.

If you like this...

IllusionWorks 64
Harvest Moon 64 89%
Starry Staircase
Harvest Moon 64
 that does the job...



7 VISUALS

Cute character sprites with 3D backgrounds and a few unsightly polygon glitches.

7 SOUNDS

The traditional relaxing Harvest Moon themes and barnyard noises.

7 MASTERY

Could have done with a bit more bug testing and no analogue control.

9 LIFESPAN

You'll finish it but there's no way you'll see everything without playing through again and again.

VERDICT

It doesn't get much better than this. Don't miss out on one of the sweetest games of the year.

90%



We'll have to make this quick. There's a festival happening at the moment and Jethro is currently skulking by the trees in the town square, plucking up the nerve to ask the intimidatingly beautiful Karen for a dance. He's going to need a shoulder to cry on if she blows him out.

Yes indeed, this is the English language version of *Harvest Moon 64*, an RPG, agriculture sim and dating game rolled into one happy package, and it's absolutely fantastic. As young farmer Jethro (or whatever else you want to call him) you've got a dilapidated farm, 300 coins and two years in which to turn them into a profit-making business complete with livestock, a wife and possibly even a little nipper of your own. Better get to work then.

The villagers are an interesting mixture of obnoxious kids, surly men, sweet old grannies and pretty young ladies, and you'll become familiar with all of their curious traits and strange habits as the seasons pass and they begin to accept you as a 'local' person. There's much to explore and admire, particularly on preset days when festivals or competitions are held and everybody gathers to exchange gossip and



exploration and leisure. The day begins at 6am but the rest of the world doesn't wake up until nine, so there's three hours to water the crops and feed the animals before anything happens elsewhere. The shops open until five, which is when the grocer collects anything you want to sell, and night falls an hour later. So time is

tight. If you want to pay a visit to the restaurant at the top of Mt Moon, you'll probably have to forego any shopping or library trips you had planned. If it's early morning fishing that takes your fancy then the farm will have to be tended later in the day. Plus there are special events triggered by being in the right place at the right time (you never know where or when) and huge chunks of time are taken up finding suitable gifts for the girl of your choice.

As you may have gathered, *Harvest Moon* is a game unlike any other. It has a definite beginning and an end, but what happens in between is a combination of your farming skills and your RPG luck. You could play the whole thing through five times, wooing a different girl each time, and you'd still be seeing surprising new things, depending on where you wander. And have we mentioned the secret recipes? The harvest sprites? The house extensions? The way you can play matchmaker and set up marriages between other characters?

If you're a fan of the series from the SNES and Game Boy, then you're going to love *Harvest Moon* on the N64. There are some ugly graphical glitches and one crash-tastic bug, but no amount of half-hearted programming can detract from such absorbing gameplay. It even works on PAL machines via a converter, so we can all get a taste of village life before the official UK release. Wonderful.

MARTIN KITTS

LIFESPAN You could play the whole thing through five times and you'd still be seeing new things...

party the night away. Jethro was disappointed not to come away with a prize from the vegetable shop, and we had to agree that his large white turnip was much better than the winning aubergine grown by the man from the potion shop. At least we managed to pick up some nice Cat Mint flower seeds from Pupuri.

The difference between success and failure is a matter of judging how to balance your day between work,

"Ahhh...the feel of cold hard steel pressed against my buttocks as dawn breaks on a new day"

ETA: 03 2000

"...one of the best multiplayer games of all time"
Nintendo Power

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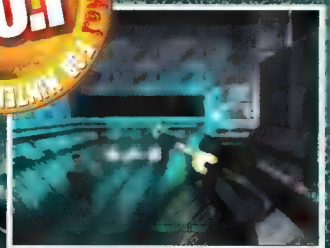
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PERFECT DARK

FIND OUT WHY IT'S TEN TIMES BETTER THAN GOLDENEYE...

New shots you won't see anywhere else!
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ISSUE 10 ON SALE NOW!

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS



Club 64

This month's top guide:



SOUTH PARK RALLY

All you need to know about Acclaim's swearsy kart-'em-up!

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The good doctor is in. Sup his tips tonic here!

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March 2000

Club 64

MAILBOX

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Each month, the N64 Star Letter wins a
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All other letters printed win a prized N64 badge!



The origins of JFG, cute little monkeys, the price of Donkey Kong 64, and plenty of Pokémon. It's your letters, by gadfrey!



'Suspicious'

I was downstairs one night reading my latest issue of N64 when my little brother came running in to show me his new book "Trace in Space". At a glance I thought nothing of it. Then he said "Look! This book is just like Jet Force Gemini!". I took another look and my

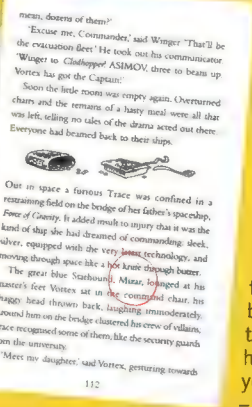
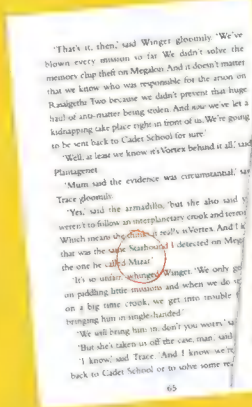
suspicious grew. Trace in Space stars a girl, a boy, a robot and a pet (who happens to be a robotic armadillo). I started reading the book to see if there was a bad guy and there is, and he's called - you guessed it! - Mizar.

Sorry I can't send you the book, it's from my brother's school library, but what do you think? Have Rare said that it was their inspiration? Maybe you can find out what they have to say for themselves...
Dara McCutcheon, Banbury

Blimey! After a little investigative journalism (ie, Jes popping down to Waterstones), we got our hands on a copy of the book, and you're right! Admittedly, the boy and girl aren't related, and they also have a slacker robot and a talking computer, but there's definitely a Mizar, even if he is a "giant blue Starhound". Curiouser and curiouser... and the book was first published in 1995, waaaaay before Jet Force was even a glint in a programmer's eye.

Rare, typically, have provided us with a "no comment", but our spies are, as we speak, ferreting out the truth. Stay tuned... Ed

A boy, a girl, and a robotic pet. And someone called Mizar. Coincidence? Or not? We'll find out, you just see...



Correction corner

You're a picky lot, aren't you?

In the Directory description of *11 Eleven Beat* you say "Grit word: ISS '88". But ISS 98 is an acronym and an abbreviated number. Doesn't sound as catchy, though.
Daniel West, Bournemouth

Ah, well, we went for catchy, you see.
Um, Ed

In N64 36, in the WWF Wrestling 2000 review you spell Hurricane as Huracarrana. Whoever made that mistake should be fired from a cannon into the sun. Haha!
Rounds, West Midlands

Mr Hurley has said "warmer climates" - all we say, warmer climes. Ed

In N64 36, you had a picture showing Wilf shouting "Polwing". After closer inspection, however, I noticed that it wasn't Polwing at all, but actually

Polwhin. Sorry about that, but it had to be said.
Lee Jefferies, Wales

No, it's not a Polwing - or, I see, Ed

On page 92 of issue 37, you said that the fish type Pokémon was a Magikarp. Wrong! I think you'll find that it's a Goideen. Yet again the motley crew make utter fools of themselves.
Anthony Woods, Wolverhampton

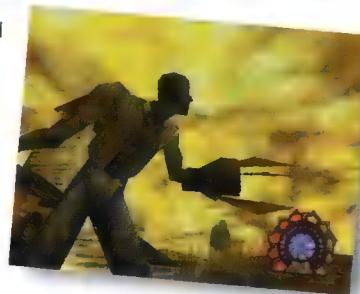
We think you'll find it's a Mulari. An orange one. Haha! Ed

In issue 35, Paul Lombard sent in his five 'Games for Life'. Number 5 was Mario Kart, but you printed a picture of Diddy Kong Racing. Who's responsible for this, then?
Daniel Wray, Milton Keynes

I think we'll blame it on Justin. Ed

'Little monkey'

I quote Mr Yamauchi: "A games machine that costs \$380 is too expensive to be aimed at children." I am not concerned about the '\$380' here, but rather the word 'children'. Nintendo must realise that one of the reasons why Sony dominate the market is because they aim their games at the older gamer. If Nintendo make the same mistakes



Shadowman. Definitely not for kids, and a damn good game to boot.

again, I fear that they will lose even more customers, myself included. I thought Nintendo had changed when Miyamoto mentioned the 'new side of Mario', but I'm no longer sure.

Real game fanatics, like myself, have grown up with Nintendo since the NES and no longer find it respectable or desirable to be playing with a cute little monkey. Nintendo don't need to

totally eliminate the cutesy games, but Sony have the ratio about right, and besides, many kids still like to play with their PlayStations.
Alex Alexander, Leeds

Fair points all. However, that one remark doesn't mean that Nintendo's output is forever destined to be of the cute and cuddly variety. The fact of the matter is that a lot of children do play videogames, and, faced with

Aaah, Pokémon. If anyone else has any pun-tastic letters, send 'em in. ▽

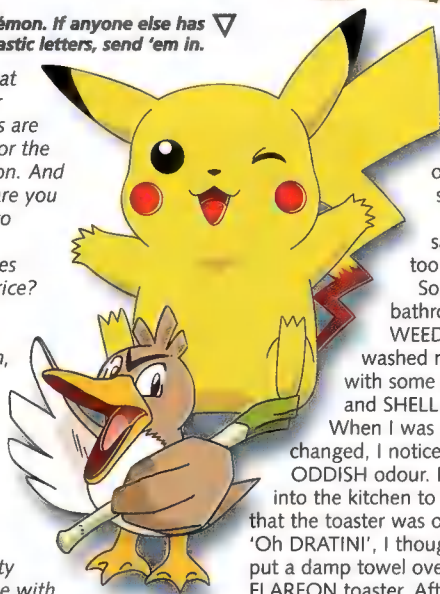
something that costs \$380 or \$100, parents are going to go for the cheaper option. And let's face it, are you really going to argue if Dolphin comes out at that price?

And remember that, in Japan, Nintendo see their games machines as toys, rather than lifestyle accessories, which is pretty much the case with the PlayStation.

It's true that Nintendo have made a big mistake in ignoring the market that Sony aimed their machine at, but in the end, a great game is a great game, whether it features monkeys or not. Why should it matter? Shadowman and Donkey Kong 64 got the same score, simply because they are both stunning games, and it's that that's important, not what the characters look like. Rant over. Ed

'A damp towel'

People say I'm obsessed with Pokémon but I don't know why. I woke up this morning a bit DROWZEE because I'd been



KOFFING all night. I went downstairs to ask my mum if I was ill enough to get off school but she was a bit KRABBY and said it sounded too FARFETCH'D. So I went to the bathroom to have a WEEDLE and a bath. I

washed my hair with some Head and SHELLDERS. When I was getting changed, I noticed an ODDISH odour. I ran into the kitchen to find that the toaster was on fire. 'Oh DRATINI', I thought, as I put a damp towel over the FLAREON toaster. After that little incident mum said "I'll PIKACHU up after school". I just nodded and went back to my Game Boy.

Tom Greenwood, Whitby

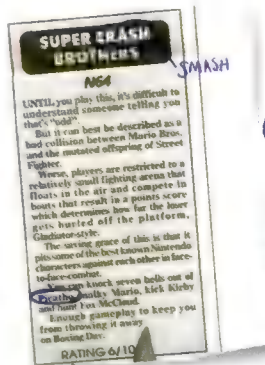
SEAKING these out must've taken you ages. Go and relax with a cup of hot, er, SNORLAX. Um, that's a GASTLY pun, there. (It's not easy, this, is it?) Ed

'Reviewers are rubbish'

I have cut these stories out of some papers (Time Out and The Daily Record) and I think that the reviewers are rubbish. Who's ever heard of

Picatho or Super Crash Brothers? Also, the fuzzy graphic thing is ridiculous: JFG's graphics are amazing. Fuzzy graphics my foot. **Danny Parr, London**

Ah, the newspapers strike again. Still, at least Time Out understood Jet Force. Just who – or what – is 'Malky Mario', anyway? Ed



New releases
Jet Force Gemini (Nintendo 64, £49.99)
Our younger players haven't stopped playing this wonderful 'Zelda'-esque 3-D adventure. This reviewer, however, is still getting to grips with the mind-boggling array of gameplay options on offer. It goes like this: a group of planets are under threat from the evil tyrant Msaar and his horde of ant-like critters, and it's down to you, one member of the cute-looking and heavily-armed Jet Force Gemini commando team, to recover lost ground and bring the planets back to normality. Your quest begins with Juno, a humble little fella decked out in futuristic, not police gear. Later on, however, you'll meet the other team members, Vela and Lupus, and that's when the game really gets interesting. Yes, the graphics are a bit on the fuzzy side (as with most N64 titles) but who's complaining? The depth of gameplay here is almost bottomless, and that's only in one-player mode! Switch to the myriad multi-player options – from battle mode to target practice to racing – and you'll open up a veritable feast of head-to-head fun. (DA)

There's nothing like research - ie, reading the box. Sheesh!

you persevering so hard to reach your goals. **Mark Briggs, Harpenden**

Wonderful, isn't it? Although Martin still holds that the shortcut is 'a glitch'. But then, he's never been able to do it, anyway. And we're all still ploughing through Donkey Kong 64, which is a stupidly big game. Which brings us to...

'Can't get it'

I am writing to tell you how annoyed I am. I have tried everywhere to buy Donkey Kong 64 without the expansion pak, but have had no luck at all. Rare have produced a fantastic game, and I'm one of the suckers that can't get it as it's too expensive (my friends are always telling me how good it is). This has totally ruined my Christmas.

Nicholas Gunn, Plymouth

We understand totally. In the days of £30 PlayStation games, a £60 asking price is absurd – remember,

'No other developer'

Yes! I have finally managed to perfect the shortcut on Mario Raceway in Mario Kart 64. Don't you agree that it's the long-lasting appeal of Nintendo games that brings you back time and time again? No other developer in the world (aside from Rare) can keep



The expansion pak. Essential for playing DK64.

DREAM ON

ARMAGEDDON 64

I was recently watching the film Armageddon, and I reckon it'd make a great game. The meteor shower would be perfect for a few of the levels – it'd be your task to avoid the meteors. Also, on the oil rig you could be running after AJ, trying to shoot him in the leg, and then you'd have to stop the drill problem.

At the NASA space centre you could train for the mission, fly in a shuttle into space, dock with spacestation Mir, collect the fuel and then leave before it explodes. In the last section of the game you could go round the moon, speeding up, then fly into the asteroid, avoiding the rocks. Then you'd land, drill the hole, leave before the bomb explodes and arrive back on earth as the last mission/level.

Richard Gibson, Newbold Verdon

Brilliant! But would Aerosmith be warbling over the soundtrack? Ed

Send your game ideas here...

DEATHMATCH IMPROVER

I've got a great idea to improve GoldenEye deathmatches (even though they're already excellent). Rather than buying a splitter cable and four TVs, and covering up the three other players' quarters of screen, each player could have their screen tinted a certain colour, and wear corresponding coloured glasses. That way, you can only see what's going on in your quarter of the screen. I've tried without much success to stick bits of coloured plastic to my TV, but the potential for this idea is great. If Nintendo tried, I'm sure they could make it work, and of course there'd be an option for normal colours for a more conventional deathmatch.

Robert Lee, Sutton

A great idea, this – it would certainly stop Kittsy peeking at the other player's screens to see when they're in the toilets on Facility. He just loves a loo-based lynching. Ed



BONUS LETTERS

Why do you always cut people off and put them in bonus letters?
Stephen Morgan, Somerset

[Faded text]

In JFG, under Specials in the pause screen, it says "slows access to Vela's pod" instead of "allows".
Daniel Nolan, London

[Faded text]

If this letter isn't printed, it will prove that all your letters are fake!
Richard Eccleston, Worcester

[Faded text]

Stop picking on Jes. I'm sure he'll leave soon if you keep it up.
Matthew Dix, Whitley Bay

[Faded text]

I rented *Carmageddon* before reading your review. To get my money back I pretended it was broken.
Gilbert Hakim, Isle of Wight

[Faded text]

So do you think you should keep them or chuck them?
Anon, Stockdale

[Faded text]

I saw Alex Bickham in Nintendo World magazine. Is he related to Jes, as he looks just like him.
Christopher Allaway, South Wales

[Faded text]

Is Kittsy really that scary?
Geoff Mint, Stockholm

[Faded text]

Is that all Wil's own hair?
Alan Johnson, Derby

[Faded text]

Is Andrea married?
Connor Gray, Aberdeen

[Faded text]

that's what Turok cost when it was released over three years ago. Still, it doesn't seem to bother THE Games, Nintendo's UK distributor; the game has sold very well indeed, and in the end, that's what it comes down to. We're still sure DK would have sold much more if it was cheaper, though.

But, to be positive about it, DK64 is a truly remarkable game. If you have to save up for an extra few weeks, it's worth it - it'll keep you going for months. **Ed**

Very mysterious. You can bet your house on Nintendo's shadowy network of spies converging on Norway as we speak. **Ed**

'American copy'

In a recent issue you spoke about Game Boy Mario Golf and the transfer pak, and how that when the pak becomes available you'll need a local copy of the Game Boy cart otherwise it won't work.

Does this apply to Pokémon as well? I have an American copy of Pokémon Blue and I am definitely going to get the PAL Pokémon Stadium when it comes out, but will I need a European copy of Pokémon in order for it to let me download data via the transfer pak?

I cannot be the only person with an imported Pokémon cart, so is there any way to swap data from my American cart to a European one?

bbiddisc, via e-mail

Good question, and the answer is: we're not entirely sure. We're going to have to wait until Pokémon

Very useful if you've got an American copy of Pokémon.



Stadium is actually out before we know for definite, but in the meantime, there is a way to transfer your NTSC Pokémon data to a PAL Game Boy cart. A device called Mega Memory, from Dattel (01785 810800), allows you to swap saves between Game Boy carts. Give 'em a ring if you're interested - it'll set you back around £20. **Ed**

'Serious words'

Look what I found in a videogame catalogue: it's called the Game Booster Game Boy, and it makes it possible to play Game Boy games on your PlayStation! Sounds mysterious, doesn't it? I guess Nintendo would like some serious words with these guys.

Ruben Larsen, Norway

A mysterious piece of kit and no mistake...



'Even worse'

Why is it that nearly all the games on the N64 that have been ported from the PC are rubbish? When Doom, for instance, arrived on the N64, it was great. But nowadays, PC ports look about the same as games on an old 386, using none of the strengths of the N64.

Even worse, however, is the fact that games that were crap on the PC

So tell me this

1. Is it likely that *Pikachu Genki Dechu* is going to hit our shores?

2. Is there going to be a 'Simpsons' game?

3. What happened to 'Write You Are'?

4. Why don't you give *Mission: Impossible* a chance?

5. My friend Shawn said that Ninty are going to sell Pokémon to Sony. Is that true?

Thomas Burns, Southampton

1. Well, it's coming out in America later this year, so a PAL conversion isn't out of the question.

2. Nope.

3. It'll be back soon.

4. Because, to be very

honest, it's just not very good.

5. Your friend Shawn is very, very wrong indeed. And that's a fact.

1. What does Fusoya mean?

2. Can you buy the official see-through coloured controllers separately?

3. Are the Action Replay carts actually worth the money?

4. And are they reliable?

5. Will there be a 16Mb expansion pak upgrade?

6. What's going on with the \$4DD?

Ash Bailey, Shropshire

1. He's Wil's beardy, wizardly, RPG-loving alter-ego. He's also a

spell-casting character from the Japanese *Final Fantasy IV* on the SNES.

2. Only one - a transparent purple fella. £19.99 to you, squire.

3. If you're really desperate to cheat, it is.

4. Fairly.

5. Nope.

6. It's only been released in Japan. We're trying to get hold of one, and the DD games, to review for you. Keep your eyes peeled. Not literally, mind.

I was recently playing *GoldenEye*, and I realised that I have never played a first-person shooter with a flamethrower in it. Do you

know of any games that have such a weapon in them?

Stephen Holmes, Brentwood

Well, although it's not strictly a first-person shooter, *Jet Force Gemini* has an ace flamethrower in it (it's on the Spacestation level), and *Turok 2* - which you can pick up for about 20 quid nowadays - has got an absolutely brilliant fire-shooter to burn enemies with. Lovely stuff.

Send your questions to: So tell me this...

N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

BOARD



are now even worse on the N64 – just look at NASCAR and Carmageddon!
Alex Pritchard, Gloucester

The problem is that some publishers fling out a half-hearted conversion of a popular game in order to make a quick buck, and Carmageddon is a prime example of this; we can only imagine that Software Creations (the developers behind the game) just couldn't be bothered to finish it properly. It truly is atrocious. But, then again, you'll find the odd conversion, like Quake II, which really does justice to both the original game and the N64. Sometimes, it seems, a little effort really does pay off. Ed



ad, there was footage of Pikachu from Pokémon Snap? Ed

'Route to take?'

How do the general public get a job with guys like you? I think the magazine's great, and I'd love to work on a magazine in the future (I'm 15 at the moment, and I'll soon be doing my GCSE's). Would there be any sort of route to take through A-levels?

Carla Hidge, Ipswich

Well, Carla, the main thing Editors look for is an excellent grasp of English, which is absolutely essential. Other than that, a sense of responsibility, the ability to organise yourself and a knowledge of the subject matter at hand won't hurt either. Obviously, a working knowledge of PCs or Macs is useful, too. Hope that helps. Oh, and you have to be able to make a decent cup of tea. Well, you do in this office, at least... Ed

'It's fantastic'

Nintendo have really come to their senses with the ads shown on TV over Christmas. I was beginning to get fed up with those PlayStation ads when I saw Pikachu, then Mario, then Samus... I couldn't believe it. Then I saw the JFG and DK64 ads – great! It's fantastic to see that, for a while at least, the Playstation had a competitor on the box. Let's hope that when Dolphin appears we will see our screens filled with ads!

Jonny McKee, Belfast

Yep, they were great, weren't they? Especially the Jet Force one. But did you notice that, at the start of the Smash Bros



Look! It's Pikachu in Pokémon Snap. Nothing gets past us, you know.

'Like a kangaroo'

While playing Pokémon Blue I noticed some similarities between real things and Pokémon. Here are some of them: Ekans spelt backwards is snake, Arbok spelt backwards is kobra. You can see the word 'bone' in Cubone, but there's also the word marrow in Marowak (bone marrow, see?). The first part of Kangaskhan is kanga, like a kangaroo, which keeps its babies in its pouch, just like a Kangaskhan. And even the three legendary birds have something in common – numbers in their names. ArticUNO, ZapDOS, and MoiTRES. Have you spotted any?

David Hollyer, Chesterfield

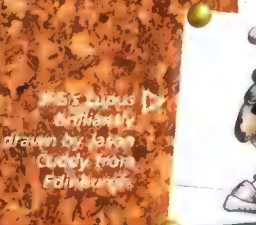
Splendid stuff. You can do the same thing with Team 64: Kitts backwards is Sttik, which is what Andrea always hits him with when he's late with his reviews. Actually, going by that criteria, we should all be called Kitts... Ed



Thanks to Andy and Andy, who's from the Isle of Wight



Thanks to Andy and Andy, who's from the Isle of Wight



Thanks to Andy and Andy, who's from the Isle of Wight



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Thanks to Andy and Andy, who's from the Isle of Wight

HOW TO... ride with authoritah in SOUTH PARK RALLY

by Mark Green

Saddam Hussein or salty balls causing you problems? Here's some help...

It's a brave developer that decides to mess with a Nintendo winning formula, but Tantalus Interactive's intriguing take on Mario Kart works a treat – not least because just about every South Park character, weapon and piece of scenery makes a welcome appearance in the game. *South Park Rally* is a tricky blighter, though, so we've thrown away the Cheesy Poofs and lifted ourselves off the sofa to bring you these lovely tips, sweet.

WHAT WE SAID



We reviewed *South Park Rally* in issue 38 and this is what we concluded:

"An enjoyable and surprisingly successful variation on the Mario Kart formula. In a word: sweet."

88%

HOW TO... Drive like a pro

First things first: you won't get far without a dollop of driving proficiency, so here are a few pointers to being a better driver...

SURFACING

Oddly, you won't lose *that* much speed racing over non-tarmac'd surfaces in *South Park Rally*. There's a liberal scattering of T&P boost boxes on most surfaces anyway, so sticking to the road is never a necessity. In fact, if you're the proud owner of a Phillip doll or two, boosting over a corner usually results in your car bouncing straight over any threatening surfaces.



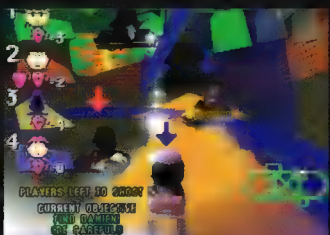
△ Quick turns are a surefire way to lose a pursuer, and spinning in a circle like this will confuse the beepysus out of them.

SKIDDING

Use the handbrake (on R) liberally to make your way around troublesome corners. The *South Park Rally* karts are fairly slow to react, so position yourself on the left of the road before a right turn (and vice versa) to avoid wheels hitting dirt. For painfully sharp turns, take your finger off the accelerator, turn into the corner, then slam on the gas once more.



△ You should be able to cut across your opponents' route at the start of a race.



△ Keep an eye on those arrows – a red one means that a character has caught himself a dose of temporary invincibility.

SPANKING

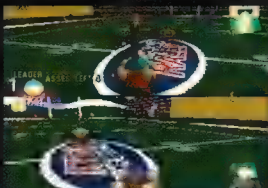
Colliding with the enemy to collect an object is one of *South Park Rally*'s trickiest tasks. Don't attempt a head-on crash, as your rival will simply weave past and leave you facing the wrong way. Instead, creep up behind and cut across corners they take. When you finally make contact, perform an immediate U-turn in order to 'confuse their ass'.



Save your ass

Tips for when the other players are out for your ass.

1 Head straight for the Mr Hanky power-ups (see overleaf for details). The smiling poo will protect you from all varieties of vicious attack, and the collectible box re-appears almost immediately after it's bagged.



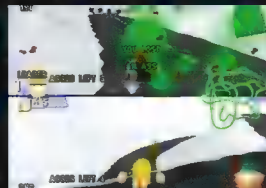
2 If a battle isn't going your way, look for the nearest pool of water or lava and dive on in. You won't risk losing an ass this way, and your bemused opponent won't know where on the track you'll re-appear.



3 Because *South Park Rally*'s maps are so large, you can get away with hiding away in a corner of the level if you're suffering, then re-joining the battle when the others are similarly low on asses.



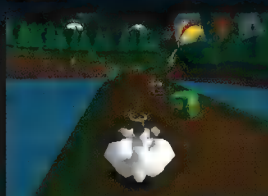
4 Use height to your advantage. Many popular level routes have an overpass hanging above them, so grab some missiles, stake out a position up high and wait for the suckers to race your way.



5 Racing in a straight line is a recipe for disaster. Avoid long straights and weave left to right as you race, or you'll put yourself in the firing line for a whole bevy of ballistics.



6 Homing weapons are by far the most useful of the power-ups in an Ass Battle, so keep one type permanently stored in a weapon slot and ensure you never lose a one-on-one battle.



7 Use the few seconds of invulnerability after a bustace loss to get out of the area. If possible, fall onto a lower level or weave your way behind a building or wall to lose the tail.



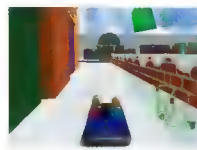
8 Similarly, it's often best to watch an ongoing scrap from afar. When the losing racer attempts a getaway, you can catch them as they lose their power of invulnerability and kick their ass.



BE A LOSER

Three handy ways to shake off pursuers:

1. Just as you're about to take a corner, slam on the brakes and perform an unexpected U-turn.
2. In a built-up area, dive down the perilously thin sections behind buildings - you'll emerge back out before your fellow racer and be able to race off into the distance.
3. Drive through yellow and red boxes for the chance to get your hands on Barf sticks and cuts. Use them to slow your opponent right down.



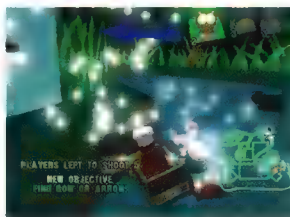
The championship

Struggling through *South Park Rally*'s one-player mode? Take our advice and thrash those tree-huggin' hippies.

VALENTINE'S DAY

Mission: Shoot everyone with the bow & arrow.

The computer drivers will all make a beeline for the bow and ignore the arrow floating around at the bottom-right of the map, so head for that first. When you've collected both objects, race at top speed to a wide area, flip around and wait for your rivals to weave their way into your sights.



SPRING CLEANING

Mission: Race over checkpoints with the pants.

You almost certainly won't be first to the pants, so concentrate on barging them out of the leader's hands by cutting them off at one of the checkpoint turns. If you're finding it difficult to keep hold of the trows, use the long sections of piping to the west and east to avoid the pesky CPU racers.



EASTER EGG HUNT

Mission: Collect 20 eggs, avoid the bunnies.

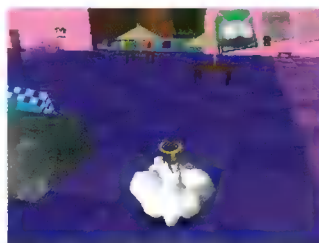
Don't waste precious time trying to smack into a rival racer - by the time you've nicked their eggs, the other competitors will have picked up the same amount. Instead, stick to one section of the course (the north end is a good bet) and wait for the eggs to come to you.



PINK LEMONADE RACE

Mission: Race to tables as they demand drink.

Fundamentally another simplistic checkpoint mission, the Pink Lemonade Race is made trickier by the foresight of the CPU drivers, who'll be racing towards the next table before you've had a chance to get your bearings. So, follow the computer racers and don't overtake until the final table.



The maps

You can choose any map for the variety of race types, so these multi-purpose hints are designed to help you get the best from every stage.

CITY

- Use the train track to cross the map at every opportunity – the train will happily shove you if the boost boxes are missing.
- For a guaranteed catch, lure your foe into the south-east town, then loiter on the bend to the north. Simply wait for them to come your way, or head them off at the roundabout.
- The city's long straights were made for long-range shots. If you're in someone's sights, get some speed up and soar off a bridge onto the rail track, or perform an unexpected U-turn in a built-up area.

Mr Hanky is... on the snowy overpass near the main city, and behind the pink house near the railway barriers.



FARM

- It's almost impossible to make it through the bull's pen in one go, so follow an object-carrier inside and barge them when they get stuck.
- The farm's expansive areas make being picked off with weapons a real risk, so stick to the more claustrophobic barns, and use the Terrance & Phillip boxes for a nippy getaway.
- The ramp at the top of the main barn leads to a jutting gangway, ideal for sniping.



Mr Hanky is... at the top of the wooden ramp in the main barn, and on the roof of a box below the same ramp.

BIG GAY AL'S

- Drive through the picture of kiddies playing in the Big Gay Boat Ride to uncover a super-secret shortcut to the top of the level – the boost boxes will help you make it up.
 - Head for the mini-castles to avoid being hit, as your pursuers will invariably get lost in the maze of snow. You can use the ramps to make a quick escape, too – use up the boost boxes to foil pursuers.
 - The water saps speed in the tunnels, so use the barmaced edges instead.
- Mr Hanky is...** at the top of the staircase in the main hall, and on the roof of the westernmost castle.
- Pinkeye is...** on the roof of the westernmost castle.



SEWER

- The space-age tunnels provide a great shortcut. Enter them by breaking through the grey wall in the bottom-left, or shooting up the red-and-white ramp towards the top-left.
- By peering through the transparent green section of the tunnel exit, you can pick the best moment to drop in on an unsuspecting foe.
- It's difficult, but you can leap into the rotating pipe using a T&P doll and the nearby ramp – ideal for shaking off enemies.



Mr Hanky is... hiding out in the top-right section of the map.

Pinkeye is... hanging in mid-air at the exit to the top-left space tunnel.

FOREST

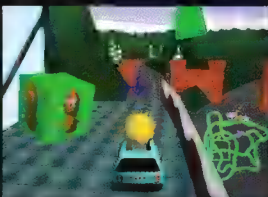
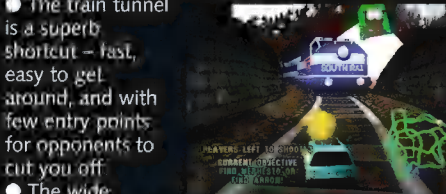
- Take a trip to the petting zoo to avoid a shooting. The fences act as barriers against weapons, and there's little room for aiming.
- Don't miss the shortcut that isn't labelled on the map – it leads north-east from the town onto the mountain road. Unwitting opponents will invariably fall foul of it.

Mr Hanky is... concealed within the teepees to the East.



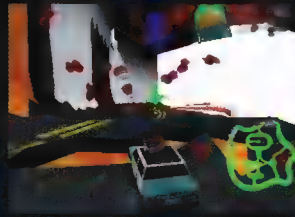
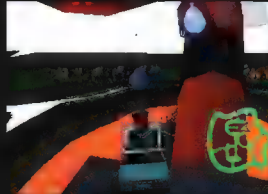
MOUNTAIN

- The train tunnel is a superb shortcut – fast, easy to get around, and with few entry points for opponents to cut you off.
 - The wide crossroads provide 'shootin' and chasin' opportunities for enemies – so slam on the brakes and they'll fly right by, allowing a quick getaway in the confusion.
 - Lure object holders onto the cracked, undulating roads – they'll inevitably get stopped in their tracks, ready for a barging.
- Mr Hanky is...** at the top of the ramp near the high glass window, and on a snowy mound near the Seismic Activity Centre.
- Pinkeye is...** inside the train tunnel.



VOLCANO

- Make sure you hit the boost box just before leaping the lava on the outside paths – your pursuers won't make the jump and get fried.
 - The anti-clockwise route around the boat is slightly quicker than the opposite way so use that to gain on a fleeing foe.
 - The path to the east is the longest, straightest path on this level, so employ weapons there. There's also a good chance that a scarping racer could crash into one of the stalagmites.
- Mr Hanky...** is at the top of the lifted road to the east.
- Pinkeye is...** on the lefthand bluey-white path from the mushroom-filled area.



HOW TO... Play hide & seek

If you've scooped up the vaccine in Cow Days, or the key on New Year's Eve, you'll need to avoid the other racers for as long as possible. Try these sneaky hiding places for size...

■ In the **City**, nip up the city hall steps and hide round the back of the building.

● Also in the **City**, use a Terrance & Phillip doll to leap from a bridge onto the train, then – using the brake and accelerator – stay there.

■ Crawl into the pipe in the **Sewer** and use the brake to stay inside.

■ It's possible to break onto the sunken ship in the **Volcano** by racing over the bridge and aiming slightly to the right.

■ Leap onto the tip-top of the mini-castles in the **Big Gay AI** level.

● In the **Farm**, gently push the crates in the hay barn and cover behind them in the corner.

● Your opponents will be too busy leaping about in the **Farm** to notice if you hide behind one of the ramps.

● By revving for your life, you can wedge yourself on the sharp drops by the lakes of the **Mountain** level.

■ The **Forest** has a perfect hiding place just behind the bridge's toll booth.



◁ Hide behind this ramp, then chuckle yourself stupid as the others roar straight over your head. The fools.

▽ Riding the train is recommended only for pros. Even we're surprised at being able to pull it off for this screenshot.



Maximise your arsenal

So many weapons, so little time to use them. Get the most from *South Park Rally's* expansive collection of weapons with our tips.

1 Concentrate on yellow and green power-up boxes – you'll be in for the good stuff like Mr Hankey, Kitty and Terrance & Phillip boosters.



2 Make copious use of the ability to switch between weapons. Always keep Terrance & Phillip dolls handy for when you feel a need for speed.



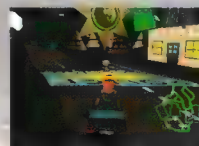
3 Don't waste power-ups to make room for others. If you collect weapons you've already got, they're added to your current stock.

4 Give enemies no chance to outrun homing weapons – such as the underwear gnomes – by launching them when you and your target are on a long straight.



5 Decoy cows are just begging to be left lying around in a pack of real cows – the secret tunnel in Big Gay AI's level is the perfect opportunity.

STOP THEM!
On any stage where there are objects to be collected and dropped off at a specific point – such as Read-A-Book Day – hang around at the drop-off point and wait for an unsuspecting racer with bulging pockets to come screeching towards you. If you manage to manoeuvre into a collision, you'll instantly grab their hard-earned goodies. Cheap and nasty, but a real time-saver.



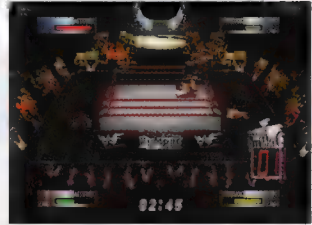
HOW TO...

go the distance in

WWF WRESTLEMANIA 2000

Over 10,000lbs of prime beef stuffed into a 128Mbit cartridge!

Love it or loathe it, there's no escaping the fact that games based on this popular American sport will continue to appear as long as somebody, somewhere, is making the consoles to play them on. And thankfully they just keep getting better. THQ's latest sweatfest proves undoubtedly that once you're in the grip of *Wrestlemania*, there's no letting go.



by Daniel Glenfield

WHAT WE SAID



We reviewed *Wrestlemania 2000* in issue 36 and this is what we concluded:

"A highly impressive WWF debut from THQ offering a perfect alternative to Acclaim's WWF Attitude."



90%

SECRET CHARACTERS

Wrestlemania features the usual gang of hidden characters and here's how to get your mitts on them...



DUDE LOVE

Win King Of The Ring, then the belt at Summerslam. Dude Love will challenge you to a match.



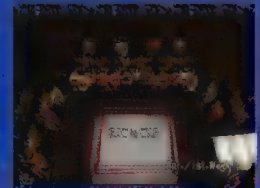
CACTUS JACK

Win the WWF Hardcore Championship belt and continue to defend it until Cactus Jack challenges you.



PAUL BEARER

Play as Undertaker through Road To Wrestlemania and Paul Bearer will appear after the first week of June.



ALL CHARACTERS

Complete Road to Wrestlemania.



JERRY LAWLER AND JIM ROSS

Get to the WWF World Championship Match to unlock both these characters.



SHAWN MICHAELS

Complete Road To Wrestlemania and win the Championship. After the last match Shawn's music will play.



STEPHANIE MCMAHON

Play as Test in Road To Wrestlemania and you'll see Stephanie McMahon accompanying him.



CAGE MATCH

The obligatory cage bout crops up in *Wrestlemania* – here are a few tips to keep you on top after the metal bars have come down.



HIDDEN CAGE MOVE

To take full advantage of the cage, your fighter can use a special manoeuvre. Grapple, then tap Right-C to throw your opponent against the metal bars.



CLIMBING

Keep climbing straight up and once 'TAP' appears repeatedly press Up and B to leave the ring. Alternatively shimmy across and perform an elbow drop.



SPIDER MAN

Once your spirit meter is flashing 'Special' your wrestler will be able to climb twice as fast.



WHAT GOES UP...

Opponent escaping? Run and press B to hit the cage, then A to rattle it.

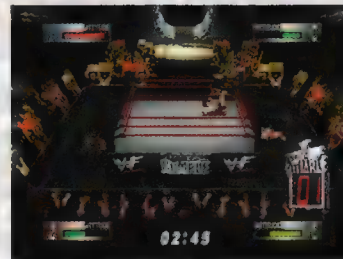
ROYAL RUMBLE

The Royal Rumble – it's a fight to the death and here's how to come out smiling.



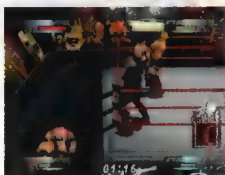
BRAINS ARE BETTER THAN BRAWN...

You need to conserve your strength. Let your opponents fight it out amongst themselves and pummel the survivor into submission!



EASY RING-OUTS

Press A to grapple and hit Left/Right and Bottom-C to throw your aggressor into the ropes. Now press B to send them through onto the other side, following up with a strong attack.



ELIMINATING

The fastest way to succeed at Royal Rumble is to eliminate your rivals through 'ring-outs': pinfalls and submissions just take far too long.



DROPKICKS, UPPERCUTS ETC.

Knock your adversary onto the ropes and then perform a strong manoeuvre to send them flying straight over the top.



OR...

When you're both up against the ropes throw your opponent to the other set, wait until they return, and then tap L to duck/jump and send them flying.

MULTIPLAYER

Want to get one over on your mates? Read on...



REVERSALS

Guaranteed to infuriate! Wait for the opposing wrestler to throw a punch and tap block as it hits. You can reverse most moves in this way.



COUNT OUTS

These aren't *real* wins but if you're desperate get ringside and, just before the end, do a submission hold. Release with a second left to go...



...ALTERNATIVELY

Face the entrance to the arena, and before count out throw your opponent with Bottom-C and hop back onto the apron.



MIX 'N' MATCH

Using the same throw displeases the fans, annoys your mates, and quite often results in easy reversals, so mix things up a bit.



STOLEN SPECIALS

Instead of using the stick, press A + B to perform your opponent's special move. They'll be furious!



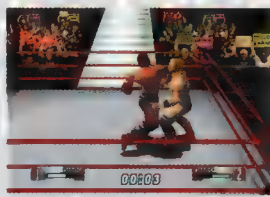
RUNNING MOVES

Naturally, the computer has faster reactions so use a charging clothesline, elbow strike etc., from short range, for a surprise knockdown.



WEAPONS

Go to the crowd, hit Top-C, and grab a weapon. Hold B for a stronger attack, or run and swing for a bit more damage.



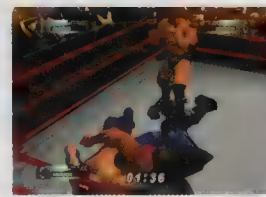
LIKE THE REAL THING...

Use punches and weak grapples to begin with, building up to higher-risk manoeuvres to avoid reversals.



TREE OF WOE

Grapple in the turnbuckle, then press L. Your opponent will find this particularly humiliating. Excellent!



TEAM UP

To perform a joint attack, grapple, press L to get behind and Top-C to put your foe on your shoulders. Player 2 attacks from the air!



TIPS EXIT

Resident Evil 2

RATING SYSTEM

Complete the game in under two-and-a-half hours, with less than three saves, fewer than two first aid sprays and no cheats, and you'll earn an 'A' rating.

If you use no saves, first aids, mixed herbs or cheats, and finish the scenario in under one-and-a-half hours, you'll secure the special 'S' rating.

BONUS WEAPONRY

During the first scenario, open the room with the giant moth near the end of the game, then enter 'GUEST' as a keyword on the computer



inside. Register your fingerprint, then use it on the locked door on the Umbrella Lab's first floor. Then, during the second scenario, grab the red key card from the vine-infested lab room and repeat the whole process. You'll now be able to enter the lab door and find a new tool.

PLAY AS HUNK

The secret character 'Hunk' is accessible by completing Scenario B for either Leon or Claire, and securing an 'A' rating in both. Hunk's mission involves escaping from the sewer to the police station.

PLAY AS TOFU

Tofu is a giant block of vegetable curd, with the same mission as Hunk but no weapons to protect himself. To play as him, play both Leon's missions, then both Claire's missions, then Leon's missions again – you'll need an 'A' rating in all six.

SECRET FILM

When you find the S.T.A.R.S. office, walk up to the desk in front of the giant banner and search it. Ignore the message and

repeat the search 50 times to uncover a secret roll of film. Develop it in the dark room to see a basketball-clutching S.T.A.R.S. recruit.



SHOOT SCREEN

Use any gun to aim towards the game camera and fire. In some areas – specifically the sewers – bullet holes will appear at the front of the screen.

Armorines

LEVEL PASSWORDS

Level 2: PNTNNP
Level 3: NGMLQP
Level 4: SPLGZW
Level 5: DQRFKW
Level 6: PSQQLW
Level 7: NBGJVX
Level 8: VKPDMX
Level 9: SDKNSX
Level 10: PVBWGI

MAIN CHEATS

Use the code GOLDENPIE to activate all the cheats.

GOD MODE

Enter the password screen and type GODLY to activate God mode.

INVISIBILITY

Tap in HIDEANDSEEK to become see-through.

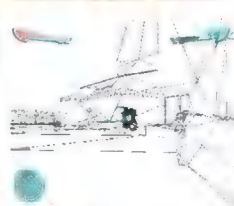
INFINITE AMMO

Type SORTED into the password screen for unlimited bullets.

ACCESS ANY LEVEL

Enter SKIPPY on the password screen to select between levels.

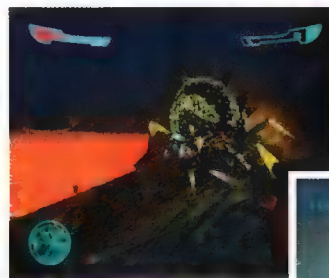
WIREFRAME MODE



Use SKETCHY on the cheat screen to create a pipe-cleaner world.

RUN FASTER

Use SONIC as a password to move at a blinding pace.



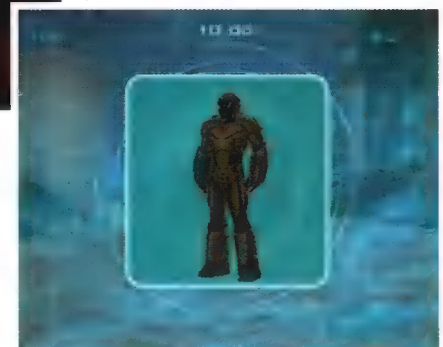
ALL WEAPONS

Use LOADED on the password screen to open up every piece of bug-kicking arsenal.

PLAY EXTRA MULTIPLAYER LEVELS

Enter CLAW as a password to play as Egypt in the

multiplayer game, GODDESS to play as the Female Trooper, UGLY to play as the Hive Fodder and LEGGY to play as the Hive Guard. Or, enter RUBBER to play as a Volcano Guard.



RA

Stuck? Four full pages of the latest tips, cheats and codes should have that stickiness successfully unstuck.

Paperboy



OPEN ALL LEVELS
Enter **MAXSUBS** on the code entry screen.

INFINITE PAPERS
Enter **NOBUNDLE** on the code entry screen.

INVINCIBILITY
Enter **INVINC** on the code entry screen.

FASTER BIRD
Enter **GOFAST** on the code entry screen.

SLOWER GAME
Enter **WAKING** on the code entry screen.

FRAME-BY-FRAME MOVE
Enter **UNTIMED** on the code entry screen, then use **Right-C** to move between frames.

SMALL PAPER PERSON
Enter **LITTLE** on the code entry screen.



NFL QBC 2000

CHANGE PLAYERS
Enter **TTHPCK** on the code entry screen for thinner players,



MRSHMLLW for fatter team members, or **SHRTGY5** to make everyone on the pitch titchy small.



SADISTIC TOUCHDOWNS
Enter **HSNFR** on the code entry screen for the rather unpleasant 'players on fire' effect, or **PPCRNRTRNS** to place landmines all over the field.

ALLEN STADIUM
Enter **SCLLYMLDR** on the code entry screen to play in a new arena.

BIGGER BALLS
Enter **BCHBLL** on the code entry screen.

MORE INJURIES
Enter **HSPTL** on the code entry screen.

PLAY RUGBY
Enter **RGBY** on the code entry screen to put a stop to all this American rubbish.



SLOW-MO
Enter **FRRSTGMP** on the code entry screen.

Classic tip Forsaken

Martin can't tear himself away from Acclaim's maniacal blaster, having rediscovered it for our Wish You Were Here feature in N64/37. If you took his advice and tracked down a budget copy, here are a few tips.

INFINITE ENERGY
Press **L, Z, Left, Right, Down, Down, Bottom-C, Bottom-C** on the title screen for unlimited weapon power.

INFINITE MISSILES
Press **A, B, L, Up, Up, Top-C, Top-C, Right-C** on the title screen for unlimited Titans.

PERMANENT STEALTH MANTLE
Press **Up, Up, Up, Up, Right, Down, Left-C, Left-C** on the title screen.

INVINCIBILITY
Press **A, Z, Z, Up, Left, Left-C, Left-C, Bottom-C** on the title screen.

JUST ONE SHOT TO KILL
Press **B, B, B, L, R, Left, Down, Down** on the title screen.





ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in.

SHADOWMAN

- GOD MODE** 80075B1A 0028
- INFINITE VOODOO** 80075B2A 0026



- 120 DARK SOULS** 80075F49 0078
80075B22 0027
- 100 CADEAUX** 80075B37 0064
- ALL GODS AND POIGNE** 80075F3B 00FF
- OPEN ALL CHEATS** 81075F4E 00FF
- OPEN ALL WARP LOCATIONS** 81075F34 7FFF
80075F36 00C7
- MAXIMUM HEALTH** 80075B16 0027
- INFINITE BREATH** 80075B1E 0027
- INFINITE VIOLATOR AMMO** 81075B32 03E7
- INFINITE SHOTGUN AMMO** 81075B2E 0032
- INFINITE UZI AMMO** 81075B3A 00C8

INFINITE ACCUMULATORS, RETRACTORS & PRISMS

81074C48 0303
80074C4A 0005

FLY MODE

880753E7 0002
D0058F35 0020
800753E7 0000

Press the Action Replay button to enter fly mode. Use the analogue to choose a level, the C-buttons to move and strafe, and the L button to resume control of Mike.
Ian and David Thompson, via e-mail

GOLDENEYE

CHANGE TIME OF DAY

- Bright daylight 8003E2C5 0030
8003E2C6 0062
- Night-time 8003E2C5 0000
8003E2C6 0008
- Bright daylight 2 8003E2C5 0062
8003E2C6 0080
- Green misty 8003E2C5 0020
8003E2C6 0000



CROSS GAP IN FACILITY VENTS

8809DB8D 00FF
8809DA85 00FF

Press AR button when standing just before the hole.

PLAY ANY LEVEL IN MULTIPLAYER

81025E42 0001

Set multiplayer options, then back out with B and select a single-player level.
David Noble, Belfast

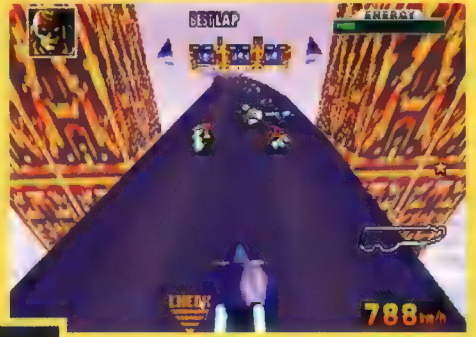
GUARDS AS FLOATING DWARVES

80028388 FFFF

NO FOG

8001F387 0018

Chris Roderick, Cardiff



F-ZERO X

MAX STARS

800D8823 001D

TRIPLE-A BLUE FALCON

800EA929 0000
810EA92A 0000

SUPER MECHA CAR

810EA92C 2710

Ian and David Thompson, via e-mail



All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

YOUR ACTION REPLAY CODES

cut out and send to



Send to: Action Replay codes, N64 Magazine, 80 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name.....

Address.....

.....
.....
.....
.....
.....

Postcode.....



READERS' TOP 15 TIPS

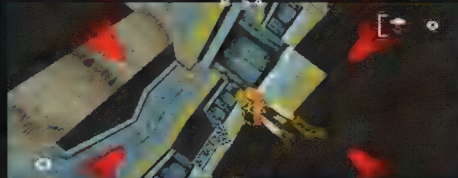
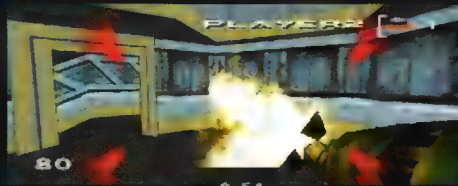
Remember the best one wins a Makopad from Interact (0161 702 5010) and an exclusive N64 pin badge.

Cheat of the month

1 Turok: Rage Wars

For easy team victories, set the 'Hurt Friend' option to 'No', then plant Napalm Gel all over your team-mate. When they near the enemy, detonate the gel - your pal won't die, but your opponents will.

Tom Napier, Rotherham



2 Jet Force Gemini

Here's an easy way to kill those pesky shield drones. By using the stricken, the drones get absolutely no protection from their shields. Crkey!

Patrick Keating, London

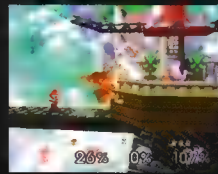


3 Super Smash Bros

Dead and out of lives in a stock team match? If your partner has two or more lives, hold down the Start button to 'borrow' a life from

them and re-enter the match.

Jared Abusufian & Jamil Ashraf, Manchester



4 Legend of Zelda

Are the Skulltulas driving you crazy when you're climbing up a wall? Instead of stopping to kill them, just hold still while they're facing you to stop them turning purple and attacking you.

Alice Watson, Fife

5 Jet Force Gemini

Instead of wasting flares to see in the dark, power up your plasma shotgun by holding down Z. This will give you enough light to see in dark conditions, and you're also ready to attack if need be.

Garion Trwoell, Kent



6 Legend of Zelda

During the penultimate battle with Ganondorf, use the quick spin slash (Down + B) after you've pierced him with a light arrow. Pull it off repeatedly, and he won't have time to get up.

Bo-rin Lee, London

7 Rainbow Six

Flashbangs are a nuisance, aren't they? To shrug off their effects,

simply switch on your night vision goggles. When the flashbang erupts, you'll be totally unaffected.

Michael Reid, Glasgow

8 Duke Nukem: Zero Hour

Rather than battling through the entire game to activate first-person mode, press Down on the D-pad, Up on the D-pad, L, B, Z, Left on the D-pad, Top-C, Right-C, Left-C and Z on the 'Press Start' screen.

Stuart O'Connor, Hertfordshire

9 Resident Evil 2

If you fancy seeing a piece of Real history, head to the S.T.A.R.S. room in the Police Station and find the portrait near the bookshelf. Search it to



see a picture of the original Resident Evil's S.T.A.R.S. team.

Neil Ashford, Milton Keynes

10 WWF Wrestlemania 2000

Add some snazzy special effects to your custom wrestler with this technique. Hold down



Right-C in the moves section of the create-a-wrestler section, and you'll activate a blur effect.

Catherine Sales, Dublin

11 Legend of Zelda

If you're having trouble with the Giant Dodongo, instead of stepping to the side to avoid his rolling attack, simply hold R when the Hylian Shield is equipped and put a stop to his roly-polying.

Ross Johnston, Selkirkshire

12 Destruction Derby 64

There's a brilliant shortcut on the Sunset Canyon track. After you've passed the



fountain, look for the 'Parking' neon sign and head underneath it. You'll nip through a secret parking lot.

Matthew Camp, Tewkesbury

13 WWF Wrestlemania 2000

Go to the create-a-wrestler screen and clone one of the women wrestlers to an empty slot. Change the outfit to zero, then save, and you'll be able to play as a crash test dummy in the game.

Andrew Bowles, Co. Armagh

14 Gauntlet Legends

Bizarrely, if you enter your character name as 'Summer' or 'Skorno', you'll hear a funny noise, and the



name will change into a random collection of letters and symbols. Odd, that.

Mark Piper, Bournemouth

15 Carnageddon 64

No, it isn't 'dismantle your cartridge and throw it into the bin'. By tapping 'wheelspin' while you're braking and turning, you'll be able to perform a much smaller turning circle.

Don Hutchings, Kent

↓ YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name.....

Address.....

Postcode.....

Here's my top tip

It's for [game name]:

And I've found that if you:

TIPS EXTRA

Send to: Tips Extra, N64 Magazine
 30 Moorhouse St, Bath BA1 3BW
 If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

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THE LATEST GAMES REVIEWED!
POCKET ROCKETS!

REVIEWED!
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REVEALED!
CRAZY TAXI
PLAY THE ARCADE CLASSIC ON YOUR DREAMCAST!

EXPOSED!
RESIDENT EVIL CODE: VERONICA
EXPERIENCE THE ULTIMATE EVIL!

LIFT THE FLAP!

PLUS!
ROCKET TOY STORY 2
SEGA VS NAMCO
HILLPAGE STAGE 2
SOUTH PARK RALLY
VIRTUA STRIKER 2000
CHAMP MANAGER 99/00
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REVIEWS • TIPS • PREVIEWS • NEWS • 132 PAGES • COMPETITIONS

ISSUE #91

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02

The good doctor will cure your gaming ailments. Now, bend over and cough.



Dr Kitts, On the Depot level of GoldenEye, 00 Agent difficulty, I'm being asked to destroy the arms cache, but I don't know where or what it is. Help!
Matthew Foote, Surrey

Dr Kitts scribbles 'Destroy evidence' on a pad marked 'Things To Do': This is an easy one, Matthew. After you've run through the first set of gates, turn right and enter the second garage door on the right. This is the ammo dump – blow up all the boxes and guns to achieve the objective.

Dr Kitts, I'm stuck on the second level of Rayman, The Fairy Glade. I can't destroy the big machine and rescue Ly. Please help!
Sean Robinson, Co. Durham



barrels, then, just as one of the homing bombs is nearing, throw the barrel into the air and shoot the bomb with your 'magic fist'. As long as your feet stay frozen, the barrel will land in your outstretched hands, allowing you to pace a few more steps forward. Repeat the bomb-blasting if needed, and – when you're near enough – chuck the barrel at the machine. Kaboom! Lovely.

Dr Kitts, On Mario Golf, I have Bowser and Metal Mario, but here's what I really, really want: the four characters at the bottom of the select screen. How do I obtain them?

Sean Curran, Londonderry

Dr Kitts rubs his legs, smiles and sighs: You can fill these four slots, Sean, by importing characters from the Game Boy version of Mario Golf – but you'll



need to link your Game Boy to your N64 using the transfer pak, which isn't released until March. If you want a peek at the Game Boy golfers, though, keep your eyes open during Mario Golf's credits sequence.

Dr Kitts, I'm stuck on the boss Barinade in Zelda. How do you kill him?
Tom Coates, Cardiff

Is Dr Kitts laughing or crying? Like this, Tom. Target the globulous creature with Z, then hit the tentacles with your boomerang as you sidestep. With that done, jellyfish will start spinning around – you can put a stop to that by boomeranging the Barinade's main body. Repeat until the creature attacks with an electrical bolt, then hit his belly with a boomerang and



stick your sword into him when he turns blue. Repeat until he's dead.

Dr Kitts, Why oh why can't I get a gold medal on Jet Force Gemini's SS Anubis Floyd Mission? I can get eight items and destroy four targets as ordered, but can't get better than a bronze. It's driving me mad!
Simon Hynard, Norwich

Dr Kitts fiddles with his king size tube of Germolene: It's a simple matter of time, Simon, so slowing down isn't an option. Try to take out the glowing blue hub without slowing down, and be sure to utilise the shortcut that opens up on the right of the penultimate chamber once the hub's destroyed. The time needed for an Expert medal is 1:00 or under.

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW

cut out and send

Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is

and I live at

.....

.....

.....

.....

Postcode

Eight challenges to test the best.

GAME ON

Remember Challenge Anneka? Wobbly-buttocked temptress Anneka Rice would be given 48 hours to finish a task set by a local community – usually ‘build a new orphanage’. It was great TV, if only for the faint hope that Ms Rice would fail miserably, and the show would end with a shot of 30 blubbing, homeless orphans.

Unlike Anneka, though, you haven't got kind-hearted locals or publicity-seeking businesses to help you – to tick the medal boxes here requires skill, patience, and a smile or two from Lady Luck. If you want to slip into a blonde wig and jumpsuit, though, we'll understand.

GOLDENEYE 007 *Curious Janitor*



As well as sending in a whopping six challenges, **Tom Ray** and **Lee Goodall** of **Walsall** had us chuckling ourselves silly with their off-kilter humour. Here's the best of their quirky, brilliantly-named challenges, livening up the otherwise-dull two-player game. It's a simple idea: turn the radar off, then, while you go off and make a cup of tea, your foe hides in one of the toilets. Come back, search the bogs for your mate, then kill him in the ensuing firefight. Count the number of victories over 10 rounds.

TIME (SECONDS)

5

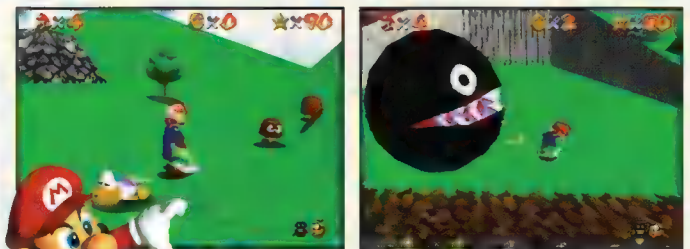


8



10

SUPER MARIO 64 *Shell on Earth*



The fun with Koopa's rideable shell just never ends, as this challenge from **Adam Butcher** of **London** demonstrates. Bash the young turtle on Bob-Omb's Battlefield, then attempt to collect coins from across the level without toppling off. If you manage to grab any red coins (which won't be easy or – in some cases – even possible), award yourself a 30 point bonus. And if you find the silver medal too easy, try earning the gold by pulling off the same number of coins at full pelt. It's 'turtley' brilliant!

COINS

260
(full speed)



260



150

ISS 64 *Faraway Footie*



This tricky task has been set by **Robert Bartley** of **Kent**. Set the options to Level 5 and Offsides Off, and play an unforgiving team (e.g. Brazil) in an open game. Wait for the opposition goalkeeper to grab the ball, stand next to him and press A + B when the camera moves away – it's a foul, but the ref ignores it. Repeat until the goalie's fatally wounded and carried off, then try to score from as far up the pitch as possible – scan the map to avoid opposition players and shoot. Robert's current best is 70m, just behind the halfway line.

DISTANCE

behind
halfway
line



40m



20m

SILICON VALLEY *Wet Wet Wet*



This superb hybrid of platforming and puzzling has earned itself a challenge, courtesy of **Anon** from **Wolverhampton**. Start the Jungle Doldrums level (it's within the Jungle section), then drop off the tree next to the log-filled pool. Dive in and get your hyena *really* drenched (try swimming under the waterfall if you're struggling for a soaking), then hop out and jump about a bit. The challenge is to see how many water drops you can catapult into the air without another trip into the drink.

DROPS

6

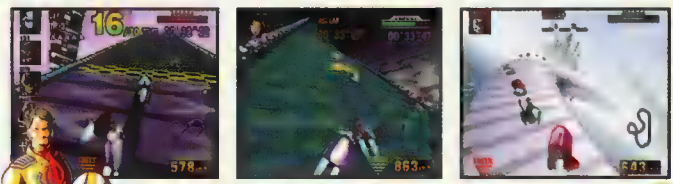


4



3

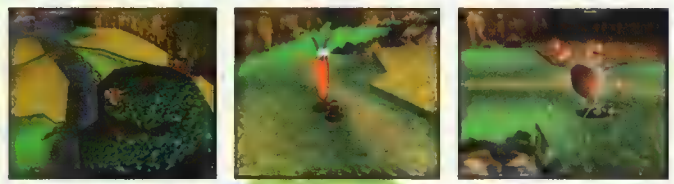
F-ZERO X *One Horse Race*



This is from **Janne Kastila** in **Finland**. Play any cup on the Master difficulty level, with the objective being to single out one computer opponent for your undivided attention, making him finish the cup with as few championship points as possible. Ideally, this means blowing him to bits on every race, but remember you'll need to finish in the top yourself or face disqualification. A good tactic is to murder as many foes as you can in the first race, then decide who to focus on in later races.

POINTS **0** **25** **50**

BANJO-KAZOOIE *Vegebomber*



This comes from **Nicky Andrews** from **Gwent**. Head to the Spiral Mountain Training Area at the very start of the game, then climb to the top of the mountain itself. Enter first person and look down, and you should see a collection of vegetables wandering the landscape. Your task is pile Banjo-Kazooie into the produce. Onions are easy, carrots are harder, and the big cauliflower requires God-like timing to hit. A good tip is to build up to a large run and forward roll just before the edge of the hill, hopefully gliding into the food. Tricky!

HITS **All three vegetables** **Carrot and Onion** **Onion**

STAR WARS: JEDI *Legs Eleven*



Many thanks to **Ronald Helyar** of **Scotland** for this challenge for LucasArt's creaky – but often enjoyable – Star Wars-'em-up. Play Jedi mode, head for the Battle of Hoth and get as far as level 2, where the AT-AT is strutting about. Fly full speed through the AT-ST's legs. Now do it again. And keep doing it, as many times as you can in 60 short seconds. If you smash into the legs, you'll career out of control and possibly crash, so watch your fingers on the joypad. If you *do* crash then, on Ronald's instructions, 'yer out'.

LOOPS **11** **6** **4**

GOLDENYE 971 *Hostage Accostage*

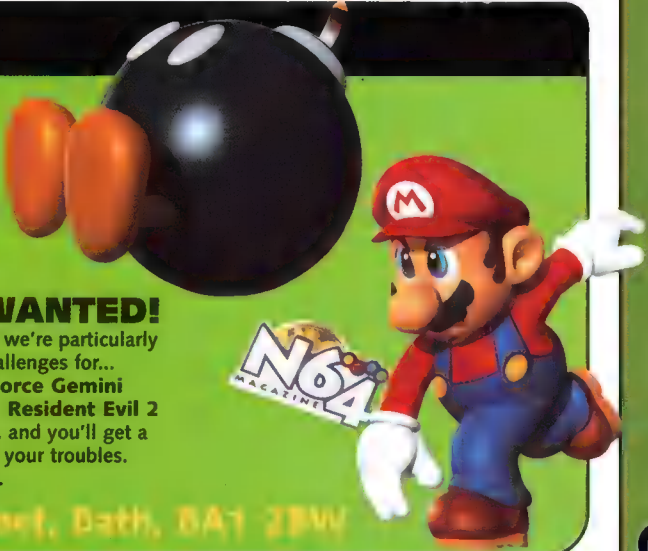


Thanks to **David Clack** from **Kent** for this **perversely** enjoyable hostage-chasing Bond challenge. You'll need to activate the following cheats: 2xHunting Knives or 2xThrowing Knives, and invisibility if you've got it. Head for the bottom floor of the Frigate and into one of the two rooms containing hostages. Shoot a guard, wait for the 'Hostage released!' message, then give the hostage 5 seconds to run (8 seconds if you're using throwing knives) before cutting him up. The quicker you deck him, the more impressive your medal's colour.

KILLS **10** **5** **3**

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with N64 readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Donkey Kong 64 • **Jet Force Gemini**
WWF Wrestlemania 2000 • **Resident Evil 2**
 We'll print the best right here, and you'll get a priceless N64 pin badge for your troubles. So very sweet.



I'M THE BEST

Fancy yourself as a bit of a demon at DK64? Well get those scores in, then!

You know the score, as the saying goes. And, thanks to us, you can indeed know, with four pages packed full of the country's best N64 times and records.

Of course, you might know a different score – a score of yours that beats the

scores here. If that's the case, you know the score. Send it in – with proof – and we'll print it right here.

You know the score we asked you to beat on DK64 last month? We've found a winner – see the bottom of the page to know that score. (*That's enough* – Ed.)

New League
RESIDENT EVIL 2
 We want your best completion times for the following scenarios:
 Claire Mission A
 Leon Mission B
 Claire Mission B
 4th Survivor
 Tofu Mission



STAR PERFORMANCE

in conjunction with **INTERACT**

In the Christmas issue of N64 Magazine we asked you to have a go at the Jeff and Barry Racing sub game in space blaster *Jet Force Gemini*. Entries were a little slow coming in, but we've finally got a winner who's earned himself the esteemed title of this month's star performer.



Anthony Hooley from Breaston managed a mighty 27.80 putting him straight to the top of our new *Jet Force* league and earning him a sparkly new Interact joypad (call 0161 702 5010 for more details). To see your name amongst the other top performers on these pages, and possibly win yourself a prize, send your times in to the address on page 99.

NEW HIGH SCORE!

Donkey Kong 64 has sold by the bucketload and we've had loads of entries for issue 37's 'time to beat'. In fact, this month we're in the unique position of having two high score finalists. Both Matthew Sexton from Bedford and Ben Gooch from Tamworth achieved a heady 218 points on the Rambi Arena. Congratulations to them both, there are two joypads from those generous chaps at Interact (0161 702 5010) in the hands of the Royal Mail.



THIS MONTH'S TIME TO BEAT



Scare-em-'up *Resident Evil 2* hits the shelves this month. We recommend you grab yourself a copy of this superb zombie shocker and then have a go at beating Claire's mission in under four and a half hours. Send your times in to us and the fastest will win an Interact joypad (0161 702 5010). Winner's details will appear in issue 41. Oh yes they will.

Mario Golf



TOAD HIGHLANDS

- 1 **9'18"68** Jon McIlvaney, Washington
- 2 **9'52"64** Matthew Sexton, Bedford
- 3 **9'57"44** Gary Carney, Newcastle upon Tyne
- 4 **10'11"05** Rob Pierce, Salisbury
- 5 **10'25"32** Lee Fawcett, Bedale

KOOPA PARK

- 1 **11'08"80** Chris Webb, Gloucester
- 2 **12'03"16** Jon McIlvaney, Washington
- 3 **12'20"52** Gary Carney, Newcastle upon Tyne
- 4 **12'49"20** Rob Humphrey, Birstall
- 5 **13'00"32** Simon Johnson, Tyne & Wear

SHY GUY DESERT

- 1 **11'48"88** Chris Webb, Gloucester
- 2 **12'32"80** Gary Carney, Newcastle upon Tyne
- 3 **13'23"36** Jon McIlvaney, Washington
- 4 **13'24"96** Richard Clark, Suffolk
- 5 **13'31"32** Nathan Miley, Bedford

YOSHI'S ISLAND

- 1 **12'05"96** Chris Webb, Gloucester
- 2 **12'32"84** Gary Carney, Newcastle upon Tyne
- 3 **12'47"96** Jon McIlvaney, Washington
- 4 **13'10"68** Nathan Miley, Bedford
- 5 **13'25"68** Simon Johnson, Tyne & Wear

BOO VALLEY

- 1 **13'08"28** Gary Carney, Newcastle upon Tyne
- 2 **13'12"64** Simon Johnson, Tyne & Wear
- 3 **14'41"60** Dan Jones, Hartlepool
- 4 **14'46"76** Jon McIlvaney, Washington
- 5 **15'06"20** Richard Clark, Suffolk

MARIO'S STAR

- 1 **12'26"64** Jon McIlvaney, Washington
- 2 **13'28"72** Chris Webb, Gloucester
- 3 **13'35"00** Simon Johnson, Tyne & Wear
- 4 **13'48"96** Gary Carney, Newcastle upon Tyne
- 5 **15'34"04** Dan Jones, Hartlepool

World Driver Champ



KYOTO A

- 1 **1:01.40** James Cunnington, Harrogate

Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:26.705	Thomas Hower, Denmark
2	0:27.639	James McClosky, Co.Derry
3	0:29.259	Anthony Ratnasothy, Essex
4	0:30.124	Phil Hughes, Widnes
5	0:30.609	Daniel Durdin, Woking

MON GAZZA SPEEDWAY

1	0:12.158	Thomas Hower, Denmark
2	0:12.573	James McClosky, Co.Derry
3	0:12.775	Anthony Ratnasothy, Essex
4	0:13.071	Phil Hughes, Widnes
5	0:13.613	Daniel Durdin, Woking

BEEDO'S WILD RIDE

1	0:56.431	Anthony Ratnasothy, Essex
2	1:00.342	Thomas Hower, Denmark
3	1:01.196	Stephen Hill, Maidstone
4	1:02.242	Luke Oswin, Leicester
5	1:04.159	Andrew Mills, Dundee

MALASTARE 100

1	0:31.844	James McClosky, Co.Derry
2	0:34.780	Anthony Ratnasothy, Essex
3	0:36.755	Thomas Hower, Denmark
4	0:39.828	Stephen Hill, Maidstone
5	0:40.072	Nader Kohbodi, Anglesey

VENGEANCE

1	1:07.810	Anthony Ratnasothy, Essex
2	1:11.881	Jan-Erik Spangberg, Sweden
3	1:12.290	Nader Kohbodi, Anglesey
4	1:13.048	Stephen Hill, Maidstone
5	1:13.573	James Swain, Essex

SCRAPPERS RUN

1	0:34.957	James McClosky, Co.Derry
2	0:37.950	Anthony Ratnasothy, Essex
3	0:41.057	Stephen Hill, Maidstone
4	0:41.931	Thomas Hower, Denmark
5	0:42.275	Jan-Erik Spangberg, Sweden

ANDO PRIME CENTRUM

1	0:51.627	Thomas Hower, Denmark
2	0:51.867	Anthony Ratnasothy, Essex
3	0:58.657	Stephen Hill, Maidstone
4	0:59.390	Dominic Turner, Australia
5	0:59.611	Luke Oswin, Leicester

EXECUTIONER

1	1:22.029	Anthony Ratnasothy, Essex
2	1:23.611	Luke Oswin, Leicester
3	1:26.576	Thomas Hower, Denmark
4	1:27.559	Jan-Erik Spangberg, Sweden
5	1:28.897	Stephen Hill, Maidstone

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA

1	1'06"41	Robert Watkin, London
2	1'08"26	James Hegarty, Belfast
3	1'09"12	Chris Pearson, Skipton
4	1'09"54	Stuart Black, Middlesex
5	1'09"76	Tom White, West Sussex

MONACO

1	1'07"07	Chris Pearson, Skipton
2	1'10"01	James Hegarty, Belfast
3	1'11"57	Robert Watkin, London
4	1'16"01	Dane Lane, Notts
5	1'22"13	Craig Smith, Bury

SPAIN

1	1'08"40	Chris Pearson, Skipton
2	1'10"01	Robert Watkin, London
3	1'11"57	James Hegarty, Belfast
4	1'24"23	Craig Smith, Bury
5	1'24"28	Alan Blacklock, Andover

BELGIUM

1	1'25"94	Alan Blacklock, Andover
2	1'28"07	Chris Pearson, Skipton
3	1'30"63	Robert Watkin, London
4	1'31"35	Craig Smith, Bury
5	1'31"43	James Hegarty, Belfast

JAPAN

1	1'16"85	Chris Pearson, Skipton
2	1'19"37	Robert Watkin, London
3	1'23"09	James Hegarty, Belfast
4	1'37"43	Craig Smith, Bury
5	1'40"19	Alan Blacklock, Andover

BRITAIN

1	1'05"99	Chris Pearson, Skipton
2	1'06"76	James Hegarty, Belfast
3	1'06"83	Robert Watkin, London
4	1'25"70	Alan Blacklock, Andover
5	1'27"23	Craig Smith, Bury

BRAZIL

1	1'01"37	Chris Pearson, Skipton
2	1'02"39	James Hegarty, Belfast
3	1'03"89	Robert Watkin, London
4	1'15"17	Craig Smith, Bury
5	1'19"34	Alan Blacklock, Andover

FRANCE

1	1'01"01	Chris Pearson, Skipton
2	1'02"46	James Hegarty, Belfast
3	1'03"41	Robert Watkin, London
4	1'16"19	Craig Smith, Bury
5	1'17"52	Alan Blacklock, Andover

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, Cheshire
2	4'42"59	Ross Anderson, Peterborough
3	4'42"98	Martin Van Duuren, Holland
4	4'43"88	Anders Ringdal, Norway
5	4'47"81	Craig Wood, West Sussex

MOUNT MAYHEM

1	4'43"11	Matthew Leach, Cheshire
2	4'44"99	Anders Ringdal, Norway
3	4'47"65	Martin Van Duuren, Holland
4	4'47"66	Ross Anderson, Peterborough
5	4'50"03	Jan-Erik Spangberg, Sweden

SUNSET SANDS

1	5'14"26	Martin Van Duuren, Holland
2	5'21"86	James Robinson, Cheshire
3	5'25"28	Thomas Hower, Denmark
4	5'28"09	Ross Anderson, Peterborough
5	5'43"41	Simon Jeffree, Northampton

INFERNO ISLE

1	6'29"06	Martin Van Duuren, Holland
2	6'33"09	Jan-Erik Spangberg, Sweden
3	6'33"93	Ross Anderson, Peterborough
4	6'36"64	Anders Ringdal, Norway
5	6'39"95	Martin Van Duuren, Holland

METRO MADNESS

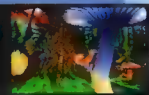
1	4'47"76	James Robinson, Cheshire
2	5'43"46	Martin Van Duuren, Holland
3	5'49"03	Ross Anderson, Peterborough
4	6'01"82	Sean MacKenzie, Edinburgh
5	6'03"21	Ben Staples, Watchet

WICKED WOODS

1	3'56"10	Thomas Hower, Denmark
2	3'56"50	Martin Van Duuren, Holland
3	3'59"36	Ross Anderson, Peterborough
4	4'01"89	Steven Gamble, Australia
5	4'02"67	Anders Ringdal, Norway



Donkey Kong 64



RAMBI BONUS GAME

1	218	Matthew Sexton, Bedford
2	218	Ben Gooch, Tamworth
3	210	Phil Hughes, Widnes
4	206	Martin Zee, Runcorn
5	204	David Crowther, Deal
6	196	Rob Sykes, Cheshire
7	190	Stuart Stringer, Orpington
8	188	Marc Marshall, Altrincham
9	182	Edward Rummings, Ashford
10	182	Ian Davison, Leeds

ENGUARDE ARENA

1	300	Stuart Stringer, Orpington
2	250	Marc Marshall, Altrincham
3	250	Anthony Hooley, Breaston
4	220	Ben Gooch, Tamworth
5	240	Matthew Sexton, Bedford

DK ARCADE

1	170600	Ben Gooch, Tamworth
2	58500	Matthew Sexton, Bedford
3	51100	Simon Johnson, Tyne & Wear

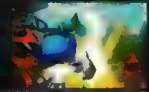
JETPAC

1	213425	Simon Johnson, Tyne & Wear
2	52000	Matthew Sexton, Bedford
3	31060	Anthony Hooley, Breaston

DIDDY'S MINECART RIDE

1	74	Anthony Hooley, Breaston
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Jet Force Gemini



FLOYD MISSIONS

1	0:21.05	Ruben Larsen, Norway
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ESCHEBONE

We want to see your times!

SS ANUBIS

We want to see your times!

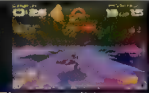
JEFF & BARRY ARCADE RACING 1

1	27:80	Anthony Hooley, Breaston
2	27:96	Rob Humphrey, Birstall

JEFF & BARRY ARCADE RACING 2

1	39:88	Anthony Hooley, Breaston
2	41:08	Rob Humphrey, Birstall

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:18.0	David Maguregui, Wellesbourne
2	0:18.2	Thomas Grandjean, Switzerland
3	0:19.0	Phil Hughes, Widnes
4	0:19.3	Rob Friend, Glossop
5	0:19.9	Mark Robinson, Congleton

GORON IV

1	0:30.2	Rob Friend, Glossop
2	0:30.4	Thomas Grandjean, Switzerland
3	0:31.8	Phil Hughes, Widnes
4	0:31.0	Rob van de Kooi, The Netherlands
5	0:31.3	Chris Adams, London

SOKANA

1	0:31.5	Thomas Grandjean, Switzerland
2	0:32.7	Anthony Kay, Macclesfield
3	0:32.8	Rob Friend, Glossop
4	0:33.6	Rob van de Kooi, The Netherlands
5	0:33.7	Chris Adams, London

DYRONESS

1	0:23.0	Mark Robinson, Congleton
2	0:23.6	Adam Tucker, Great Yarmouth
3	0:23.7	Phil Hughes, Widnes
4	0:23.7	Rob van der Kooi, N'lans
5	0:23.9	Thomas Grandjean, Switzerland

MACHAON II

1	0:35.4	Stuart Millar, Guildford
2	0:36.2	Phil Hughes, Widnes
3	0:36.3	Thomas Grandjean, Switzerland
4	0:36.9	Rob van der Kooi, N'lans
5	0:37.1	Chris Adams, London

TERAFUMOS

1	0:30.8	Stuart Millar, Guildford
2	0:31.6	Thomas Grandjean, Switzerland
3	0:31.8	Rob van der Kooi, The Netherlands
4	0:31.9	David Maguregui, Wellesbourne
5	0:32.0	Rob Friend, Glossop

Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY

1	0:38	Martin Critchley, Doncaster
2	0:42	Phil Hughes, Widnes
3	0:45	Brendan Edge, Nottingham
4	0:53	Richard Dunn, Lincolnshire
5	0:55	Andrew Harvey, Reading

LIBERATION OF GERRARD V

1	4:04	Jan-Erik Spangberg, Sweden
2	4:05	Richard Dunn, Lincolnshire
3	4:14	Philip Ward, Portsmouth
4	4:20	Simon Duroe, Wales
5	4:20	Martin Critchley, Doncaster

SEARCH FOR THE NONNAH

1	3:31	Richard Dunn, Lincolnshire
2	3:33	Jan-Erik Spangberg, Sweden
3	3:38	Martin Critchley, Doncaster
4	3:46	Philip Ward, Portsmouth
5	4:26	Peter Cooper, High Wycombe

BATTLE OF HOTH

1	2:49	Jan-Erik Spangberg, Sweden
2	2:58	Simon Duroe, Wales
3	3:08	Andrew Harvey, Reading
4	3:11	Morten Tronstad, Norway
5	3:11	Brendan Edge, Nottingham

RESCUE ON KESSELL

1	0:24	Jan-Erik Spangberg, Sweden
2	0:25	Danny Dunn, Lincolnshire
3	0:28	Morten Tronstad, Norway
4	0:30	Ryan Medlock, Surrey
5	0:32	Simon Loring, Uphill

THE BATTLE OF CALAMARI

1	3:00	Richard Dunn, Lincolnshire
2	3:07	Jan-Erik Spangberg, Sweden
3	3:28	Morten Tronstad, Norway
4	3:46	Simon Duroe, Wales
5	3:51	Josh Bryson, Cheltenham

DEFECTION AT CORRELLIA

1	7:12	Simon Duroe, Wales
2	7:29	Jan-Erik Spangberg, Sweden
3	7:38	Andrew Harvey, Reading
4	7:43	Brendan Edge, Nottingham
5	8:05	Simon Loring, Uphill

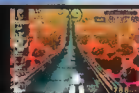
BATTLE ABOVE TALORAAN

1	2:02	Danny Dunn, Lincolnshire
2	2:24	Jan-Erik Spangberg, Sweden
3	3:05	Peter Cooper, High Wycombe
4	3:06	Brendan Edge, Nottingham
5	3:45	Philip Ward, Portsmouth

DEATH STAR TRENCH RUN

1	1:51	James Skuse, Caterham
1	1:51	Niklas Burdon, Newcastle Upon Tyne
1	1:51	Liam Carroll, Carnforth
1	1:51	Peter Cooper, High Wycombe
1	1:51	Simon Loring, Uphill

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, Great Yarmouth
2	1'15"246	Phil Hughes, Widnes
3	1'16"854	Gary Carney, Newcastle-upon-Tyne
4	1'16"917	David Van Moer, Belgium
5	1'17"007	Morten Tronstad, Norway

BIG BLUE

1	1'27"690	Adam Tucker, Great Yarmouth
2	1'29"634	Gary Carney, Newcastle-upon-Tyne
3	1'31"999	Tony Dunster, London
4	1'32"502	David Van Moer, Belgium
5	1'33"343	Morten Tronstad, Norway

SECTOR ALPHA

1	1'22"696	Adam Tucker, Great Yarmouth
2	1'23"527	Phil Hughes, Widnes
3	1'24"792	Morten Tronstad, Norway
4	1'24"830	David Van Moer, Belgium
5	1'24"888	Victor Hacon, Norfolk

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, Widnes
2	1'16"218	Hedley Gabriel, Essex
3	1'18"399	Adam Tucker, Great Yarmouth
4	1'22"152	D. D. Ramone, Carlisle
5	1'22"591	Sam Fenwick, Leighton Buzzard

FIRE FIELD

1	1'14"360	Phil Hughes, Widnes
2	1'15"028	Adam Tucker, Great Yarmouth
3	1'15"183	D. D. Ramone, Carlisle
4	1'17"802	Gary Carney, Newcastle-upon-Tyne
5	1'19"908	David Van Moer, Belgium

RED CANYON 2

1	1'33"776	Adam Tucker, Great Yarmouth
2	1'34"800	Gary Carney, Newcastle-upon-Tyne
3	1'34"935	Phil Hughes, Widnes
4	1'35"555	D. D. Ramone, Carlisle
5	1'39"323	Tony Dunster, London

SPACE PLANT

1	2'00"535	Adam Tucker, Great Yarmouth
2	2'01"163	Phil Hughes, Widnes
3	2'02"173	D. D. Ramone, Carlisle
4	2'05"109	Sam Fenwick, Leighton Buzzard
5	2'05"442	Gary Carney, Newcastle-upon-Tyne

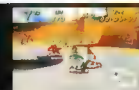
PORT TOWN 2

1	1'52"832	Adam Tucker, Great Yarmouth
2	1'52"920	Phil Hughes, Widnes
3	1'53"521	Gary Carney, Newcastle-upon-Tyne
4	1'54"461	David Van Moer, Belgium
5	1'54"676	D. D. Ramone, Carlisle

SAND OCEAN 2

1	1'36"776	Adam Tucker, Great Yarmouth
2	1'37"485	Gary Carney, Newcastle-upon-Tyne
3	1'37"834	Tony Dunster, London
4	1'38"470	Phil Hughes, Widnes
5	1'38"635	D. D. Ramone, Carlisle

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'29"56	Adam Tucker, Great Yarmouth
2	1'31"56	Rob Inman, Aylesbury
3	1'32"36	Mario Keer, The Netherlands
4	1'32"40	Andrew Mills, Dundee
5	1'34"40	Anthony Kay, Macclesfield

FROSTY VILLAGE

1	1'19"40	Phil Hughes, Widnes
2	1'19"90	Daniel Carlsson, Sweden
3	1'20"65	Anthony Levitt, Swanley
4	1'22"10	Morten Tronstad, Norway
5	1'23"96	Adam Tucker, Norfolk

WHALE BAY

1	0'55"31	Phil Hughes, Widnes
2	0'56"51	Morten Tronstad, Norway
3	0'56"75	Adam Tucker, Norfolk
4	0'58"71	Andrew Mills, Dundee
5	0'59"43	Danny Dunn, Lincolnshire

PIRATE LAGOON

1	1'04"45	Adam Tucker, Great Yarmouth
2	1'05"41	Phil Hughes, Widnes
3	1'05"66	Morten Tronstad, Norway
4	1'05"73	Jan-Erik Spangberg, Sweden
5	1'06"46	Anthony Levitt, Swanley

TREASURE CAVES

1	0'47"06	Phil Hughes, Widnes
2	0'47"83	Rob Inman, Aylesbury
3	0'48"43	Adam Tucker, Great Yarmouth
4	0'48"61	Daniel Carlsson, Sweden
5	0'49"06	Richard Dunn, Lincolnshire

BOULDER CANYON

1	1'32"66	Phil Hughes, Widnes
2	1'32"96	Adam Tucker, Great Yarmouth
3	1'33"26	Morten Tronstad, Norway
4	1'33"81	Danny Dunn, Lincolnshire
5	1'36"40	Andrew Mills, Dundee

HAUNTED WOODS

1	0'50"45	Rob Inman, Aylesbury
2	0'51"20	Phil Hughes, Widnes
3	0'53"91	Adam Tucker, Great Yarmouth
4	0'54"06	Daniel Carlsson, Sweden
5	0'54"95	Jan-Erik Spangberg, Sweden

STAR CITY

1	1'29"53	Adam Tucker, Great Yarmouth
2	1'30"50	Rob Inman, Aylesbury
3	1'30"90	Richard Dunn, Lincolnshire
4	1'31"76	Anthony Levitt, Swanley
5	1'31"93	Morten Tronstad, Norway

SPACEPORT ALPHA

1	1'40"46	Rob Inman, Aylesbury
2	1'40"71	Andrew Mills, Dundee
3	1'41"33	Phil Hughes, Widnes
4	1'43"10	Morten Tronstad, Norway
5	1'47"75	Adam Tucker, Great Yarmouth

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put it in the post - it'll be there in the next one.

challenge **A**

What you must do: Get a time of under 50 seconds on Death Race.

Proof: A photo of your time, shown on the info screen after the race.

Helpful tips: The DGG+ free with issue 22.



F-Zero X

challenge **K**

What you must do: Catch the Hylian Loach (using the sinking lure).

Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.

Helpful tips: The DGG+ with issue 26 will tell you all.



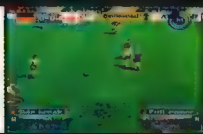
The Legend of Zelda

challenge **B**

What you must do: Finish all the scenarios.

Proof: A photo of two completed Scenario screens.

Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.



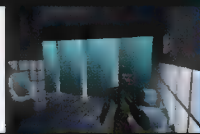
ISS '98

challenge **L**

What you must do: Unlock all the cheats.

Proof: A photo of the unlocked cheats. From the, er, cheats screen.

Helpful tips: i-Spy magazine with N64/9, tips in N64/10 and 12 and the DGG+ which came with issue 12.



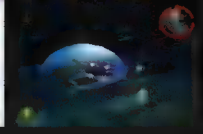
GoldenEye 007

challenge **C**

What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.

Proof: A photo of the stats screen.

Helpful tips: Tips in issue 27, or issue 31's DGG+. (Note: Feel free to use any ships for this, including the V-Wing and Naboo fighter.)



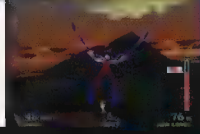
Rogue Squadron

challenge **M**

What you must do: Score over 3550 points in total.

Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.

Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.



Pilotwings

challenge **D**

What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.

Proof: A photo of the records screen, showing your coin totals for every world.

Helpful tips: Issues 1-5 and there's also issue 15's DGG+.



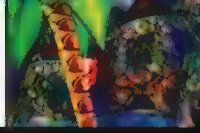
Super Mario 64

challenge **N**

What you must do: Grab all 201 bananas and complete 101% of the game.

Proof: A photo of the information from the pause screen.

Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.



Donkey Kong 64

challenge **E**

What you must do: Unlock every character in the game. It's a toughie.

Proof: A photo of the character select screen.

Helpful tips: Mark's lovely review in issue 35, and accompanying tips in N64/36.



Turok: Rage Wars

challenge **O**

What you must do: Get an 'A' rating on Leon's main adventure.

Proof: A photo of the final screen, showing your rating.

Helpful tips: There's a full walkthrough in issue 38.



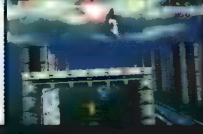
Resident Evil 2

challenge **F**

What you must do: Get 270 or more hits on the first level, Corneria.

Proof: A photo of your best score from the Ranking screen.

Helpful tips: The free poster magazine with N64/8, and DGG+ 2 (free with issue 13).



Lylat Wars

challenge **P**

What you must do: Get all 108 Birdie Badges.

Proof: A photo of the Play Mode select screen.

Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.



Mario Golf

challenge **G**

What you must do: Beat the first level – Strogg Outpost – in a time under 35 seconds.

Proof: A photo of the stats screen, which appears after you finish the level. Mint.

Helpful tips: Review in issue 32, tips in issue 33. Luvverly.



Quake II

challenge **Q**

What you must do: Collect all 120 Dark Souls.

Proof: A photo of the pause screen, showing your total Dark Soul count.

Helpful tips: Tips in issue 33, plus tips book with issue 34. (Note: There are actually around 123 Dark Souls in the game, but 120 will do.)



Shadowman

challenge **H**

What you must do: Beat a time of 1'30" on the Southern Island course.

Proof: A photo of the stats screen, clearly showing your time.

Helpful tips: Plenty o' help in N64/2, and have a 'decko' at the DGG+ on the front of issue 14.



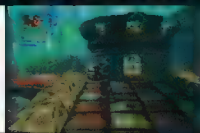
Wave Race 64

challenge **R**

What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).

Proof: A photo of the asteroid on the map screen.

Helpful tips: Tips in issues 35/36, and Double Game Guide + free with issue 38.



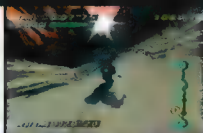
Jet Force Gemini

challenge **I**

What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.

Proof: A photo of the records screen.

Helpful tips: The Double Game Guide + free with issue 22 is stacked with fruity help. Yes.



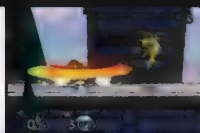
1080° Snowboarding

challenge **S**

What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).

Proof: A photo of the Character Select screen.

Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.



Super Smash Bros

challenge **J**

What you must do: Beat a time of 1'30" on Koopa Troopa Beach.

Proof: A picture of the records screen, showing your time.

Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.



Mario Kart 64

challenge **T**

What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).

Proof: A photo of the unlocked car at the vehicle selection screen.

Helpful tips: Some hints adorn the tips section of issue 34.



World Driver Championship

PLATINUM Club

complete 14 challenges

Christopher Davies, *Croydon*
 Andrew Mills, *Londonderry*
 David Nicol, *Cambridge*
 Richard Davies, *Rotherham*
 Stephen Adams, *Dundee*
 Graham Underwood, *Cumbria*
 Andrew McGrae, *Southport*
 Derek Thomson, *Edinburgh*
 Craig Silcocks, *Trowbridge*
 Alex Deas, *Scotland*
 Craig Smith, *Bury*

Greg Duncan, *Glasgow*
 Aidan Murray, *Co. Cork*
 Paul Isaia, *Southampton*
 Daniel Syversen, *Norway*
 Patrick Wessels, *Surrey*
 Ross McKinstry, *Arbroath*
 David Crowther, *Kent*
 Stephen McMahon, *Co. Down*
 Michael Mawdsley, *Southport*
 Paolo De Luca, *Italy*
 George Ransley, *Southampton*

Sjoerd Hatzmann, *Holland*
 Tjeerd Van Deemtere, *Holland*
 Tim Lai, *Bromley*
 David McGivern, *Belfast*
 Chris Richmond, *Australia*
 Andrew Harvey, *Twyford*
 Jerome Francois, *Western Australia*
 Dan Jones, *Hartlepool*
 Dan Masters, *Australia*

GOLD Club

complete 10 challenges

Kelly Humphreys, *Marlow*
 Gregor Richards, *Dorking*
 Stuart Richards, *Dorking*
 John Kostons, *Nederland*
 Piet dem Dulk, *Holland*
 Robert Gallagher, *Eastleigh*
 Ingvar S. Arnorson, *Iceland*
 David Sharp, *Clackmannanshire*
 Shane Roberts, *Spalding*
 Mark Currid, *Ireland*
 David Keane, *Sandwich*
 Stelios & Orestis Giaremelos, *Greece*
 Michael J.K Bevan, *New Zealand*
 Chris Smith, *Tyne & Wear*
 Kostas A. Mitzithras, *Greece*
 Richard Ford, *London*
 Phill Young, *Northallerton*
 Scott Brown, *Stocksfield*
 Daniel McCann, *Glasgow*
 Afong Toh, *The Netherlands*
 Brett Slader, *Australia*
 Gary Thomson, *Mid Lothian*
 Nick & Chris Robinson, *West Sussex*
 Alan Dundas, *Angus*
 Jeremy Hammett, *Woking*
 Tom Spurrier, *Southampton*
 Mark Reilly, *Glasgow*
 Antonio Vites Carmora, *Spain*
 Chris Partridge, *East Sussex*
 Jesús Ramos Membrive, *Spain*
 Chris Ross, *Angus*
 Ross Duncan, *Nairn*
 Joshua Takaoka, *Newbury*
 Paul Northend, *Middlesborough*
 Bill McCoist, *Fareham*
 Tom Magee, *Catterick*
 Peter Tweedie, *Woking*
 Daniel Carlsson, *Sweden*
 Chris & Kevin Fennelly, *London*
 Gregory Kuzdenyi, *Ealing*
 Kenton Knop, *America*
 Michael Cunningham, *Australia*
 Alex Deas, *Scotland*
 Davy James, *Powys*
 Lawson Gavin, *Co. Offaly*
 Matthew Weston, *Nottingham*

Gearoid Reidy, *Co. Offaly*
 Christopher McCabe, *County Down*
 Robert Clark, *Kent*
 Dee Dee Ramone, *Cumbria*
 Steve Keenan, *Norfolk*
 Daniel Lorenz, *Oxon*
 Chris Gray, *Fife*
 Martin Rosinski, *London*
 James Hegarty, *Belfast*
 Jamie Hobbs, *Norfolk*
 Nick Haynes, *Orpington*
 Colin Taylor, *Barnet*
 Mariusz Panczar, *Poland*
 Morten Tronstad, *Norway*
 David Smart, *Glasgow*
 Aidan Murray, *Co. Cork*
 Gavin Bolder, *Kent*
 Aaron Clack, *Kent*
 Aidan Murray, *Co. Cork*
 Martin Flynn, *Kent*
 Griffin Leadabrand, *Australia*
 Ryan McIlvenna, *Antrim*
 Steven Ward, *Hawes*
 Kevin Sutton, *Tipperary*
 Alan West, *Suffolk*
 Adam Taylor, *Norfolk*
 Dylan Foale, *Devon*
 Nathan Jones, *Bucks*
 Patrick Richards, *Australia*
 Aaron Norris, *Australia*
 Lewis Pratts, *Cambs*
 Martijn van Waveren & Max Borthwick, *Edinburgh*
 Jack Gilbey, *Bridgeport*
 Iain Dalby, *Tyne & Wear*
 Christopher Grant, *Scotland*
 Pieter van den Brink, *Netherlands*
 David Heath, *East Sussex*
 David Conroy, *Accrington*
 Paul Walker, *Kidderminster*
 Alastair McKellar, *Nairn*
 Adam Holmes, *Birmingham*
 David Grice, *West Bromwich*
 Matthew Prior, *Norwich*
 Luke Yeandle, *Abertillery*
 Rodney McComb, *Co. Londonderry*
 Max, Steven and Hal, *Dundee*
 Alex McIver, *Edinburgh*
 Mark Webb, *Gloucester*
 Craig Lindley, *Australia*
 Thomas Bilinco, *Australia*
 Andrew Granville, *Bridgend*

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED
Kevin Spring, <i>Bradford</i>	A,B,C,D,G,H,I	Chris Barlett, <i>Kent</i>	A,E,F,M,N,O,P
Kenneth Pickering, <i>Ayrshire</i>	A,B,C,D,G,I,J	David O'Hara, <i>London</i>	A,B,C,D,E,F,M
Shaun Bell, <i>Trowbridge</i>	A,B,D,E,G,H,I	John Calderon, <i>Wishawhill</i>	A,C,E,N,O,P,T
Kurt Peter Radford, <i>Rotherham</i>	A,B,D,E,F,I,J	Martin Leng-Smith, <i>Kent</i>	A,B,D,F,O,Q,T
Philip Foster, <i>Havant</i>	A,B,D,E,F,G,I	Sebastian Vass, <i>Bath</i>	A,B,D,H,M,O,P
Derek Topper, <i>Bristol</i>	A,C,E,F,G,H,I	Ashley Bennett, <i>Essex</i>	A,D,I,L,P,C,Q
Chris Scearce, <i>Reading</i>	A,B,C,D,F,G,I	James O'Sullivan, <i>Somerset</i>	A,B,C,D,L,O,P
Arthur Van Dalen, <i>The Netherlands</i>	A,B,D,F,G,H,I	Ben Mills, <i>Bedford</i>	A,B,D,G,I,Q,T
Ciaran McDermott, <i>Ireland</i>	A,B,C,D,E,F,H	Simon Johansson, <i>Sweden</i>	A,D,F,G,H,I,N
Rony Costa, <i>Middlesex</i>	A,B,C,D,E,I,J	Tom Mitchell, <i>Cumbria</i>	A,D,F,I,M,O,Q
Andrew Castiglione, <i>Bristol</i>	A,B,D,E,F,H,I	Sverre Jarl Enger, <i>Norway</i>	A,B,D,G,M,N,O
Jon Olav Larsen, <i>Norway</i>	A,B,C,D,E,F,G	Rob Inman, <i>Aylesbury</i>	B,D,L,M,N,O,P
Mario Sioutis, <i>Greece</i>	A,C,D,E,F,G,H	Jonathan Maginness, <i>Congleton</i>	A,B,C,D,O,Q,R
Andrew Rutherford, <i>Macclesfield</i>	A,B,C,D,F,G,I	Mariusz Bujak, <i>Poland</i>	A,B,C,G,O,Q,T
Ben Campion, <i>Staffs</i>	A,B,C,D,F,H,I	Gary Brawn, <i>Chester</i>	A,D,F,L,M,O,R
Ben Cook, <i>Shoreham-By-Sea</i>	A,B,C,D,G,H,I	John Gallagher, <i>Ayrshire</i>	A,C,E,H,M,N,Q
Chris Constable, <i>Devizes</i>	A,C,D,F,G,H,J	Martin Greenwood, <i>West Midlands</i>	A,D,E,M,O,P,R
Craig Scotney, <i>Leighton Buzzard</i>	A,B,C,D,G,H,I	Richard Granville, <i>Bridgend</i>	B,E,G,I,M,P,R
Dave Bloemer, <i>Holland</i>	A,B,C,D,F,G,K	Nader Kohbodi, <i>Anglesey</i>	A,D,E,M,N,S,T
The Terrible Twins, <i>Banbury</i>	A,B,C,E,F,H,I	Tony Hobbs, <i>Leeds</i>	A,B,C,E,H,M,R
Gard Mellemstrand, <i>Norway</i>	A,C,D,E,F,G,I	Justin Badger, <i>Wolverhampton</i>	A,B,C,D,E,G,M
Andrew Taylor, <i>Cheshire</i>	A,B,C,D,F,H,I	Emil Tanem, <i>Norway</i>	A,B,D,H,I,N,T
James Cruickshank, <i>Clackmannanshire</i>	A,C,D,F,G,H,I	Andrew Panchin, <i>Basingstoke</i>	A,C,F,I,M,O,P
Tom Clarke, <i>Bucks</i>	A,B,C,D,F,I,K	Rene Jensen, <i>Denemark</i>	A,C,D,N,O,Q,T
Kevin Gilbert, <i>Upton</i>	A,B,D,G,H,I,K	Paul Davies, <i>Conwy</i>	A,B,C,D,G,I,M,O
Brian Mulheran, <i>Tyne & Wear</i>	A,C,D,E,F,G,H	Kevin Loughlin, <i>Slough</i>	A,B,C,E,F,K,M,O
Robbie Klijn, <i>The Netherlands</i>	A,B,C,D,E,F,L	Martyn Bibby, <i>Cheshire</i>	A,B,D,E,F,G,H,I
Stuart Derbyshire, <i>Bolton</i>	A,B,D,E,F,G,I	Christopher Smith, <i>Surrey</i>	A,B,C,D,E,G,I,J
John Heelham, <i>Manchester</i>	A,B,D,G,H,I,K	Chris Kerry, <i>Essex</i>	A,B,C,F,G,I,K,L
Adam Denton, <i>Crewe</i>	A,B,D,F,G,H,I	Matthew Weston, <i>Nottingham</i>	A,B,C,D,G,H,I,L
Jeremy Scoble, <i>Plymouth</i>	A,C,D,E,G,H,I	Torri Marco, <i>Switzerland</i>	A,B,C,D,E,L,M,N
Lewis Cave, <i>Loughborough</i>	A,B,D,E,F,I,N	Laurie Eggleston, <i>Kent</i>	A,B,C,D,F,G,J,M
Stephan Mansfield, <i>Derby</i>	A,B,C,D,E,J,M	Philipp Sokolean, <i>Switzerland</i>	A,B,D,E,H,I,L,M
Steverf Said, <i>Australia</i>	A,B,E,F,G,I,M	James Hegarty, <i>Belfast</i>	A,B,F,G,H,J,N,P
Pedro Manacas & Rui Mota, <i>Portugal</i>	A,D,E,F,H,I,N	Richard Whitham, <i>Poulton-le-Fylde</i>	A,B,C,D,F,G,L,O
David Gamble, <i>Co. Antrim</i>	A,B,C,D,I,L,N	Matthew Wilkins, <i>Wiltshire</i>	A,B,D,E,G,I,M,N
James Bundy, <i>Reading</i>	A,C,D,E,F,I,L	David Lonroy, <i>Lancastershire</i>	A,C,E,F,G,H,M,O
M. Mina, <i>Essex</i>	A,C,E,F,I,M,O	Richard Sutton, <i>Kent</i>	A,B,I,F,L,M,N,O
Nils Menzler, <i>Germany</i>	A,B,C,E,I,N,O	Phillip Renyard, <i>Ashford</i>	A,B,D,F,I,L,N,O
Jimmi Aarela, <i>Finland</i>	A,B,D,E,F,I,P	Ben Woodhouse, <i>Whitby</i>	A,C,D,H,I,M,N,P
Geoffrey Maddocks, <i>Australia</i>	A,D,F,G,I,M,N	Arne G Pettersen, <i>Norway</i>	A,B,F,G,I,K,M,O
Christopher Grant, <i>Inverness</i>	B,C,F,H,I,L,M	Simon Nash, <i>Watford</i>	A,B,D,H,J,L,M,O
Anthony Gruitt, <i>Sittingbourne</i>	A,B,C,D,F,G,M	James Martin, <i>Newent</i>	A,B,C,D,E,M,O,P
M Hall, <i>Middlesex</i>	A,B,D,E,F,M,P	James McCallum, <i>County Antrim</i>	A,C,D,F,I,M,O,P
Sam Thompson, <i>Aberystwyth</i>	C,D,I,M,N,O,P	Peter Barrett, <i>Co. Armagh</i>	A,C,D,F,L,M,N,P
Alex Underhill, <i>Wolverhampton</i>	A,C,F,J,L,M,O	David Faggiani, <i>Manchester</i>	A,B,C,D,F,N,O,Q
David Littem, <i>Middlesex</i>	A,B,D,E,F,M,P	Anthony/Daniel Hooley, <i>Derby</i>	A,B,F,I,K,N,P,T
Steven Dalton, <i>Stockton-on-Tees</i>	A,B,D,E,G,H,I	Richard Waiklate, <i>Hampshire</i>	A,B,C,D,F,G,H,O
Reuben Barker, <i>East Sussex</i>	A,C,D,G,L,N,O	Charles Brent, <i>Southampton</i>	A,B,C,D,F,G,H,O
Andrew Cox, <i>Cornwall</i>	A,B,C,D,E,F,N	Lorne Tietjen, <i>Surrey</i>	A,B,C,D,F,I,J,R
Ryan Bledsoe, <i>Knaresborough</i>	A,B,D,H,I,L,P	Tara Tietjen, <i>Surrey</i>	A,B,C,D,F,I,J,R
David Albon, <i>Herts</i>	A,C,D,E,F,M,N	Chris Gray, <i>Fife</i>	A,C,D,E,F,H,I,J,L
Andrew Hannah, <i>Swindon</i>	A,B,C,D,F,G,H	Kevin Seeney, <i>Bury St Edmunds</i>	A,B,C,D,I,L,M,O,P
James Vallerine, <i>Newcastle-upon-Tyne</i>	A,E,F,G,I,M,O	Ciaran Spence, <i>Ireland</i>	A,B,D,E,F,G,H,I,J
Gary Carney, <i>Newcastle-upon-Tyne</i>	A,C,D,F,L,N,O	James Eyre, <i>Leicestershire</i>	D,B,A,F,C,J,N,P,O
Rod Bayliss, <i>Australia</i>	A,B,D,F,G,H,O	Paul Davies, <i>Wrexham</i>	B,D,E,H,I,J,O,P,R
Richard Kearney, <i>Wirral</i>	A,D,E,I,N,O,P	Thomas McAlinden, <i>Ireland</i>	A,C,G,I,M,N,O,Q
Turo Halinen, <i>Finland</i>	A,B,C,D,F,K,O	James McDermott, <i>Australia</i>	A,B,D,F,H,L,M,N,P
David Lewis, <i>Birmingham</i>	A,B,D,E,F,M,O	Bent Egil Sumelius, <i>Norway</i>	A,D,E,F,I,J,N,Q,S
Chris Smith, <i>Lincoln</i>	A,C,H,I,O,Q,R		

BRONZE Club

complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Ben Stevens, London	A,E,F	Frederic Azais, Canada	A,B,D	Jonathan Walker, West Midlands	A,O,P	Daniel Brown, Australia	A,D,F,M
Keith Tannahill, Ayrshire	A,D,J	Robert Moore, Co. Cork	A,C,E	Eric Milne, Galashiels	A,M,O	Jerden Marinus, The Netherlands	A,B,E,H
Jamill Yahyaoui, Belfast	A,B,D	Michael Elderfield, Canterbury	A,D,F	Robert Johnson, Coventry	A,F,O	Jaako Hermunen, Finland	A,B,C,I
Michael Achilles, Chingford	A,D,I	Tjing Lam, Netherlands	A,E,F	James Fowler, Staffs	A,I,M	Anthony Bogay, Cleveland	B,D,H,I
Jan Delm Neves, Portugal	A,E,G	Lesley Hodges, Switzerland	A,B,I	James Fitzgerald, Merseyside	A,I,O	Richard Doherty, Newport	B,D,E,J
Ben Wakefield, Twickenham	A,B,D	Tom Hill, Wickford	A,B,F	Luke Cavalier, Australia	B,E,F	Jonathan McConnell, Truro	A,B,E,F
Omid Elliott, Co. Tyrone	A,B,C	Mart V. D. Ven, Holland	A,C,I	Geir Olav Skel, Norway	A,D,I	Ross McConnell, Truro	A,B,E,F
Nick Syrad, Reading	A,D,F	David Conroy, Lancaster	A,B,C	Tom Winteron, Lincs	A,C,F	Barry Glover, Manchester	A,B,D,M
Patrick Laakso, Sweden	A,B,D	John Addis, Marlow	A,B,D	Craig Syme, Kent	A,D,T	Chris Lowe, Tyne & Wear	A,C,D,H
David Gibson, Fleet	B,D,H	Victor Supica, Australia	A,B,K	John Roe, Cambridge	A,B,O	Steven Astley, Wigan	A,E,F,I
Mark Underwood, Cumbria	A,E,I	Ben Duffield, Great Yarmouth	A,D,E	Richard Elliot, Guernsey	A,B,D	Mike Smith, Gloucester	A,B,C,M
Daniel Longstaff, Chigwell	A,G,I	Rowan Sloan, Orpington	A,D,F	Sandy Critchey, Doncaster	A,M,Q	Ivo Miguel Castro Couto, Madeira	A,D,G,O
Vincent Coyne, Galway	A,E,F	James Hulston, Manchester	A,D,H	Raymond Wegman, Holland	A,D,M	David Shuker, West Midlands	A,B,C,H
Raoul Smids, Belgium	A,B,G	Mike Barber, Stoke-on-Trent	A,C,D	Christopher Tynan, Cumbria	B,I,T	Anthony Coombes, Bridgewater	A,D,O,P
Chris O'Riordan, Cornwall	A,B,E	Gary Townsend, Norfolk	A,B,D	Tim Booth, Shropshire	B,M,N	Nick Mushlin, Selkirkshire	B,H,N,O
Sandy McKenzie, Fife	C,F,G	Chris 'The Pyemaster' Madden	A,B,C	Simon Johnson, Tyne & Wear	A,M,P	Luke Butcher, London	A,D,I,O
Norman Glover, Cleveland	A,B,F	Joshua Kendall, Australia	B,C,D	Sean Cooney, Co. Cork	D,M,P	Steffan Hole, Bridgend	A,B,F,M
Alex Johnson, Sidcup	A,C,D	Robert Eaton	A,B,G	Chris Smith, Lincoln	C,H,I	Chris Barnes, Burton-on-Trent	A,E,I,O
Damian Unwin, Soton	B,C,D	James Steer, Maidenhead	A,D,F	Alamgir Ali, Herts	A,D,M	Ian Lawlor, Leeds	A,B,D,O
Chris Hinkley, Peckham	A,B,F	Robert Beaver, Manchester	A,B,D	Thomas Freeman, Derby	B,G,I	Gregory Dillow, Ealing	A,B,C,D
Gordon Willmott, Edinburgh	A,D,K	Carl Brennan, Cumbria	A,B,F	Scott Murray, Scotland	A,C,I	Henrik Brixmark, Motala	B,E,L,N
Johan Brown, Grantham	A,B,D	Henry Edmondson, Preston	A,B,H	John Campbell, Scotland	A,C,I	Oscar Cederberg, Motala	B,E,L,N
Russell Higgins, Shropshire	A,G,I	Richard McCann, Wirral	A,C,D	Jamie Brock, Weston-Super-Mare	A,F,O	Edward Forrester, Southampton	F,G,H,M
Wajahat Ali, Blackburn	A,C,E	Thomas Taylor, London	A,C,D	Andrew Gold, Glasgow	A,B,I	Martin Critchley, Doncaster	A,C,D,M
Adam Bull, Leeds	A,I,K	Henryk B. Zaleski	A,B,L	Ludwig De Vleeschouwer, Belgium	A,B,D	Petri Satlin, Finland	B,D,E,O
Tormod Krogh, Norway	A,C,F	John Lucas-Herald, Edinburgh	A,D,I	Simon Terry, Surrey	A,B,M	Rambo, Merseyside	A,B,I,I
Remko Veenstra, Holland	A,F,G	Michael Craze, Chigwell	A,C,D	Edward Long, Co. Cork	D,M,P	Andrew Pinchin, Basingstoke	A,C,F,O
Moe Aboukheir, London	A,D,J	Jostein Austvik Jacobsen, Norway	A,B,F	Mark Hall, Shropshire	A,B,Q	David Sanderson, Worcester	A,B,G,M
Oliver Bolton, Kent	A,C,F	Daniel Aherne, Manchester	A,B,D	Andrew Henderson, Regg/Norfolk	A,F,O	Chris Dyer, Newcastle-Upon-Tyne	A,D,F,G
Eldir Jones, Gwynedd	A,B,F	Mark Jackson, Cumbria	A,D,H	Richard Dell, Surrey	C,D,M	Nigel Pain, Plymouth	B,D,O,Q
Alan Hooper, Weston-super-Mare	A,D,E	Paul Howling, Suffolk	A,D,M	Ricardo Perez, Southport	D,I,L	Alex Dickinson, Australia	B,D,G,M
Alexander Filipowski, Warrington	C,F,I	Ricardo Perez, Southport	A,B,I	David Fisher, Hull	D,E,E	Ben Holroyd, Essex	C,D,F,P
Wayne Parkes, Cornwall	A,B,D	MD Lin, Crawley	D,E,H	MD Lin, Crawley	D,E,H	Richard Best, Dundee	A,B,E,N
Joel Porter, London	A,E,F	Harris Tsalidis, Greece	A,C,D	Matthew Greig, Angus	A,E,H	Kasper Bruun, Denmark	A,D,M,Q
Floryn Cleverens, The Netherlands	A,C,G	Matthew Greig, Angus	A,E,H	Iestyn Roberts, Caernarfon	A,D,F	Josh Bryson, Cheltenham	A,D,Q,R
Richard Holmes, Derbyshire	E,G,I	Nick Feli, Oxshott	B,D,M	Nick Feli, Oxshott	B,D,M	Sheldon Marsh, Somerset	A,B,D,M
Alex Wood, Ipswich	A,B,D	Christopher Poole, Bristol	A,B,M	Chris Lockwood, Grimsby	A,O,P	Andrew Barracough, Galashiels	A,E,H,M
Mike Hodzelmans, Holland	A,B,D	Anthony Reynolds, London	A,F,M	Chris Toudic, Jersey	A,F,O	Henri Halonen, Finland	A,F,L,O
Michael Petch, Doncaster	A,B,I	Luke Wells, Chester	A,D,I	Thomas Yates, Reading	A,B,T	Nathan Dobby, Cheshire	A,B,I,O
Simon London, Norwich	A,B,C	Tom White, West Sussex	A,J,M	Chris Purdie, Jersey	A,I,M	David Jones, London	A,B,D,M
Peter Campbell, Belfast	D,G,I	Liam Allsworth, Oxford	H,I,L	Mark Robinson, Congleton	D,H,T	Joachim Clauwers, Belgium	A,B,D,F,H
William Shutes, Norwich	A,B,G	Daniel Allsworth, Oxford	H,I,L	Andrew Foster, Ilkley	D,M,P	Robert Ward, Middlesex	A,B,C,H,I
Simon Lyddon, Devon	A,B,D	Seiji Lim, South Croydon	B,C,M	Matthew Sexton, Bedford	A,D,O	Aaron Tuson, Essex	A,C,D,E,F
Steven Smith, Essex	B,D,F	William King, Bromsgrove	A,E,F	John Szcespaniak, Suffolk	A,I,P	Simon Webber, Wokingham	A,B,D,E,F
Henry Rummings, Ashford	A,B,D	David Kelsey, London	B,D,E	Ben Claxton, Essex	A,L,M	Stephen Rogers, Manchester	A,C,E,H
Edward Rummings, Ashford	A,B,D	Sam Ranford, Cornwall	D,H,I	Jonathan Bennison, Herts	D,M,R	Pat Shields, Co. Down	A,C,D,E,I
Ryan Carson, Devon	A,C,F	Richard Fong, Bebbington	A,B,D	Gary Enticott, Cardiff	A,R,T	Benjamin Khan, Bradford	B,C,D,F,I
Thomas Vincetti, Weston-super-Mare	A,D,F	Andrew Fong, Bebbington	A,B,D	Michael Rowinski, Poland	A,H,M	Per Nilsson, Sweden	A,B,D,F,I
Sarah Margie, Ware	A,B,I	Hedley Gabriel, Essex	A,B,D	James Burt, Somerset	M,O,Q	Pangiotis Bagiotkos, Greece	A,B,C,F,I
Toni Ylaranta, Finland	A,G,I	John Mellor, Huddersfield	A,C,H	Simon Haywood, Birmingham	D,F,O	Roeland Van Straalen, Holland	A,B,C,F,I
Tom Badran, Basingstoke	A,C,G	Luke Sculley, East Sussex	A,B,M	Bobby Matthews, Kingston upon Thames	A,D,Q	Aynsley Welling, Cyprus	C,E,F,G,I
John Hope, Northampton	A,C,F	Asim Haneef, Croyden	A,B,H	Daniel Mills, Sunderland	A,D,F	Mark Herjan, Poland	A,C,D,I,M
Joshua Clarke, Birmingham	A,D,I	Jack Tappenden, Kent	A,B,M	Paul Want, Leamington Spa	A,F,I	Charles Ayesa, Australia	A,B,D,G,H
Matthew Harper, Gloucester	A,D,F	Michael Betts, Northampton	A,B,M	Johnathan Waugh, Glasgow	B,D,L	Mark Green, Cheltenham	A,C,D,H
Christopher Green, Reading	A,B,D	Gregory Moore, Radley	D,M,O	Darryl Cook, Brighton	A,I,O	Chris Kerry, Essex	A,B,C,F,I
Chris Knowles, Cheshire	A,C,D	Nicholas Crew, Petersfield	A,I,M	Christian Eckmann Engelsen, Norway	A,B,O	Daniel Metcalf, Norwich	A,C,D,F,G
Dennis Schuh, Holland	A,C,D	James Whitehurst, Dorset	C,D,F	Oliver Rea, Wokingham	A,D,O	Michael Middleton, Huddersfield	A,B,C,D,H
Niall Quigley, Co. Tyrone	A,D,E	Morville O'Driscoll, Worcester	A,D,O	Tony Pang, Orpington	A,D,O	Richard Brady, Essex	A,D,F,H,I
Guy Burdge, Somerset	A,D,E	Aaron Woolidge, Monmouth	D,H,N	Stewart Melver, Edinburgh	A,B,C	Steven Bigham, Whitburn	A,C,F,H,I
Brian Davidson, Co. Tyrone	A,B,D	Daniel Tiller, Eastleigh	A,I,M	David Washington, Switzerland	C,M,Q	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Scott Butler, Co. Armagh	A,C,G	Jenny Lam, Southport	A,B,I	Anders Tonsberg, Norway	A,M,T	Andre Bifheun, Holland	A,B,E,G,I
Andrew Phillips, London	A,D,J	Toby Searle, Kent	A,C,M	Helen Nicholls, London	A,G,O	Roger King, Suffolk	A,B,D,F,I
Alastair Edwards, London	A,D,J	Paul Murray, Switzerland	A,B,P	Ben Richardson, Middlesborough	A,B,O	James Smith, Gloucester	A,B,D,F,G
Paul Shinn, Deptford	A,I,K	Sam Wills, Wolverhampton	A,C,I	Paul Davies, Edmonton	B,E,G,I	Alain Keersmaekers, Belgium	A,B,F,I,L
Oliver Carson, Devon	A,C,D	Kevin Moss, Wolverhampton	A,B,D	Chris Thomas, Wallington	A,B,C,I	Andy Pearce, Featherstone	A,B,D,F,I
Christopher Balzan, Kent	A,D,F	Andrew Gair, Stafford	A,D,P	Tom Walker, Halstead	A,E,F,H	Graeme Downes, Surrey	A,C,D,O,P
John Davies, Staffordshire	A,D,F	Christopher Conn, Aberdeen	A,D,O	Lawrence Gilbey, Bridport	A,B,C,I	Adam Skeggs, Leicestershire	A,C,E,H,M
Steven Mai, Staffordshire	A,C,D	Andrew Grant, Shetland	A,I,P	Neil Williamson, Nottingham	A,B,C,F	Robert & David Scott, Fife	A,F,H,I,M
Daniel Green, Thornton	A,C,D	Martin Cullum, Middlesex	A,E,I	James Leigh, Clevedon	A,B,G,I	Martin Hunter, Edinburgh	A,B,C,E,L
Ben Dawson, Sheffield	C,D,I	David King, Kent	A,B,D	Carl Bullen, Liverpool	A,B,G,H	Mervyn Wan, Surrey	A,B,C,D,O
Richard Best, Dundee	A,B,E	William Luing, Penzance	M,N,O	Alex Mann, Bedford	A,C,D,F	Scott Douglas, Oxon	B,E,I,M,O
Marc Edgeworth, Gloucester	A,F,G	Alex Symington, East Sussex	A,L,O	Mark Quinn, Preston	A,B,E,I	Bruce Linings, Walford	A,D,H,L,O
Chris Pitchell, Bristol	A,B,I	Stephen Whelan, Kent	A,B,L	Daniel Weserholm, Finland	B,D,E,I	Leigh Bates, Wiltshire	B,C,F,O
Harrison Bolt, Surrey	A,B,F	Adam James Rigby, Bedford	A,B,C	Andrew Davies, Essex	A,B,D,I	Jan-Erik Spangberg, Sweden	M,N,P,S,L
James Arnold, Australia	A,B,C	Aodan McDanagh, Ireland	A,C,G	Martin Cater, Hucknall	A,B,C,G	Nick Hughes, Bury	A,D,F,I,T
Alun Thomas, Haverfordwest	A,F,I	Jonathan Rockcliff, Tadcaster	A,C,D	Daniel Lally, Berkshire	A,B,F,G	Danielle Simoncelli, Italy	A,D,F,I
Mark Aquilina, Malta	A,B,I	Tim Matthews, East Sussex	A,D,M	James Hinton, Knoresborough	A,B,C,D	Richard Jenkins, Scotland	C,D,E,M,T
Gokhan Kurt, London	C,H,I	Ben George, Middlesex	A,B,N	Michael Walker, Londonderry	A,D,H,I	Stephane Gosselin, Canada	A,H,K,L,P
Raymond Wan, Cheshire	A,B,D	Andrew Squires, Harlow	A,B,M	Asgeir Vikan, Norway	A,B,D,I	Steven Woolley, Norfolk	A,B,D,N,O,P
John Stackhouse, Walsall	A,B,D	Gary Azzopardi, Telford	A,B,O	Andrew Carrington, Pontefract	A,D,E,I	George Ioakimidis, Greece	A,B,C,D,H,I
Lee Fletcher, Halifax	A,D,I	Olli Oja, Finland	A,B,M	Ed Higgins, Essex	A,B,G,I	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Myles Giles, Huddersfield	A,D,I	M O'Driscoll	A,D,O	Joel Radford, Australia	A,B,C,D	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
James McKeown, Ayr	B,D,I	Michael & Ashely Phillips, Surrey	A,B,M	Kane Dorey, Jersey	A,B,D,H	James Register, Surrey	A,B,C,D,F,H
Christopher Thompson, Co. Antrim	A,D,E	Ricky Field, Warringham	A,F,P	David Dixon, Cumbria	A,D,F,G	David Taylor, Fife	A,C,D,F,H,I
Plemis Luijnenburg, Holland	A,I,J	Jack & Tom Patterson, Shepton Mallet	A,B,F	Richard Woodall, New Zealand	A,C,D,G	Justin Servis, Co. Roscommon	A,D,E,G,H,I
Chris Tate, Tyne & Wear	A,G,I	Byron Spring, Kent	A,B,M	Martin Drew, Bognor Regis	A,D,G,I	George Roberts, Middlesex	A,D,E,H,M,N
Manolis Kalaitzake, Cork	A,D,E	Dave Wilkie, Fife	A,F,M	David Park, Tyne & Wear	A,D,F,G	Nick Taverner, Suffolk	A,B,C,D,H,I
Neil Keery, Co. Down	A,B,E	Stuart Millar, Guildford	A,H,M	James Ganity, Liverpool	A,B,D,E	John Brockle, Cumbria	A,B,C,D,M,N
Peter Bowden, Manchester	A,B,F	Jack McCarthy, Dublin	D,E,F	Michael Williams, Cardiff	D,H,I,K	Tony Mendum, Middlesbrough	A,B,C,D,F,P
Craig Thomas, South Wales	A,G,H	Niall O'Toole, Galway	A,B,E	Tom Carver, Devon	A,C,H,I	Billy Newing, Kent	A,D,E,G,I,M
Kari Bogdanoff, Finland	A,G,I	Carl Docksey, Staffs	A,D,O	Steven Goacher, Surrey	A,B,D,H	Gary Taylor, Essex	A,C,D,E,I,I
Donique Visser, Holland	A,B,K	Andrew Wilkins, Isle of Wight	A,D,O	Kevin Gurton, Kent	A,B,D,I	Andrew Gray, Oban	A,C,D,N,O,P,R
Jimi McGuinity, Cheshire	C,D,E	Brendon Edge, Notts	D,E,O	David and Chris Mason, Plymouth	A,B,D,I	Andy Gair, Stafford	C,E,I,M,O,R
Mark Anthony Say, Cleveland	A,D,E	Michael Arnott, Glasgow	D,E,O	Scott Winterburn, Norfolk	A,D,G,I	Simon Murphy, Co. Down	A,B,D,F,O,P
Daniel Green, Cleveleys	A,C,D	Hannu-Pekkahalmu, Finland	A,D,O	Antonio V. Carmona, Spain	A,D,G,I	James Mitchell, Cumbria	A,D,F,I,O,O
Lochlan McBride, Australia	A,D,F	Adan Heyes, Co Atrium	A,F,M	Paul Jerome, London	A,B,C,D	Janne Kaitila, Finland	A,C,D,M,N,O
Gavin Major, Worcestershire	A,B,D	Murray Purves, Southampton	A,E,G	Gavin Cullen, Earlston	A,C,F,G	James Bayford, Walthamstow	A,D,F,I,O,T
Michael Lam, Southport	A,B,I	John Waters, Derby	A,B,D	Mark Shackcloth	A,F,G,I		
Andrew Robinson, Darlington	A,B,C	Helen Doherty, London	A,B,O				
Kristof Villers, Belgium	A,D,F	Jenna Blackman, Bognor Regis	A,F,M				
Paul Mann, Evesham	A,B,D						
Edward Lunn, West Sussex	A,B,C						



Club 64 DIRECTORY

In association with **BEATTIES** Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

TRANSFORMATION 64

44% Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Starting with the baddest bad attitude in the history of all bad things the aim of the game is to disturb people even more by turning over a new leaf. A combination of joystick waggling and Prozac will do the trick.

TOP TIP Don't forsake your terrifying powers. You'll need a hotline to Miami and a baseball bat for the scene where the enemy show their chimplike skills.

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Wilton
JD	Jonathan Davis
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Neal
JB	Jes Bickham
TT	Tim Turley
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Maurin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hardy

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

- ZELDA 98%**
- MARIO 64 96%**
- TUROK 2 95%**
- GOLDENEYE 94%**
- SHADOWMAN 93%**
JET FORCE GEMINI 93%
DONKEY KONG 64 93%
F1 WGP 93%

UK Game releases

40 WINKS

71% GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 31 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK

It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP In Match race, beat the six courses on expert to unlock Deadly Falls.

AERO FIGHTERS ASSAULT

58% Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a Wipeout clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

68% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MK

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 25 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA

Rare's mastery is once again demonstrated in this vast, stunningly beautiful Mario-alike.

TOP TIP After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BEEBLE ADVENTURE RACING

81% EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% GT ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAZER CORPS

88% Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS

One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP Re-enter a race after 'doing' it to race against your very own ghost.

BODY HARVEST

91% Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW

Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.

BOMBERMAN 64

50% Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MM

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% SCI • £40 • 1/2 players • rumble pak • controller pak • Issue 26 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% Konami • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% Kemco • £35 • 1-4 players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% EA • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63%

24% Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

DARK RIFT

69% Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RAONG

90% Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA

A massive adventure mode and three different vehicles. Not quite as good as MK though.

TOP TIP For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.

DONKEY KONG 64

93% Nike • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MM

It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP Find all 20 banana fairies to activate all the cheats.

DOOM 64

77% GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64

85% GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW

A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.

DUKE NUKEM: FISTS HOUR

90% GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 11 • MG

A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's very good.

TOP TIP Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.

EARTHWORM JIM 3D

68% Virgin • £40 • 1 player • controller pak • rumble pak • Issue 35 • JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

EXTREME G

87% Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW

Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP Enter your name as RAS0 and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB

XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP For all the bikes enter 3GP82KW76ZMW as a password.

F1 POLE POSITION

71% Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

WRETCHED



The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

- 1 **CARMAGEDDON 8%**
- 2 **MK MYTHOLOGIES 9%**
- 3 **AERO GAUGE 10%**
- 4 **SUPERMAN 14%**
- 5 **RAMPAGE 2 22%**
GEK: DEEP COVER GECKO 22%



GOOD SPORTS

Richard Evans from Clydebank sent us his top five sports games. We're not sure if Snowboard Kids really qualifies, but we certainly wouldn't disagree with his first choice.

- 1  ISS '98
- 2  NBA COURTSIDE
- 3  FIFA 99
- 4  SNOWBOARD KIDS
- 5  MADDEN 64

F1 WORLD GP

93%  Nintendo/Paradigm ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 28 ■ JA



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP Select exhibition and change D. Williams' last name to Williams to access the hot and humid Hawaii circuit.

F1 WORLD GP 2

72%  Nintendo ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ expansion pak ■ Issue 32 ■ JA

There's not enough new here.

FFA 64

39%  EA ■ £25 ■ 1-4 players ■ controller pak ■ Issue 1 ■ TW

Like a rash. Only not as enjoyable.

FIFA '98

83%  EA ■ £30 ■ 1-4 players ■ controller pak ■ Issue 18 ■ TW

There's promise here. Not perfect, but better.

FIFA '99

83%  EA ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 26 ■ TW

The best FIFA game yet. It's no ISS '98 though.

FIGHTERS DESTINY

86%  Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 13 ■ JB



Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our Tekken.


TOP TIP Enter the Master Challenge with any character, lose everyone, and you'll be able to select the Master as a playable character.

FIGHTING FORCE

26%  Crave ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 37 ■ MG

Dreadful 3D Final Fight rip-off.

FLYING BEAGN

73%  Interplay ■ £40 ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 27 ■ TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87%  Acclaim ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 16 ■ MK



A fabulous Descent-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.

F-ZERO X

91%  Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.

GASPI!

47%  Konami ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ TW


We sprang out and punched it in the face.

GAUNTLET LEGENDS

81%  Midway ■ £43 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 36 ■ JB

Enjoyable update of creaky old classic. Traffic in multiplayer, dull on your own.

GEX DIMP COVER CROCO

22%  Crave ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 36 ■ MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59%  GT ■ £50 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 21 ■ JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83%  Hasbro ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 3

69%  Konami ■ £40 ■ 1/2 player ■ rumble pak ■ on cart ■ Issue 23 ■ JB

After the excellent Mystical Ninja 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007


94%  Nintendo/Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 8 ■ TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67%  Ocean ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 17 ■ TW


Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN

69%  Midway ■ £30 ■ 1-4 players ■ controller pak ■ Issue 3 ■ JB

Fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

HOLY BLOOD CENTURY

71%  Konami ■ £50 ■ 1 player ■ controller pak ■ Issue 23 ■ MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61%  EA ■ £15 ■ 1/2 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 36 ■ JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83%  Konami ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 33 ■ JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

IGGY'S BECKIN' BALLS

56%  Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 19 ■ MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

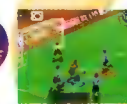
IN-FIGHTERMAN BASS HUNTER 64

67%  Take 2 ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 34 ■ JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64

92%  Konami ■ £30 ■ 1-4 players ■ controller pak ■ Issue 3 ■ TW



An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98

92%  Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 11 ■ MK



Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.

JET FORCE GEMINI

93% Rare ■ £50 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 11 ■ MK

Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP You can pick up dead drone and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?

KILLER INSTINCT

62% Nintendo/Rare ■ £20 ■ 1/2 players ■ controller pak ■ rumble pak ■ on cart ■ Issue 3 ■ MH

Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

KNOCKOUT KINGS 2000

82% EA ■ £30 ■ 1/2 players ■ controller pak ■ rumble pak ■ on cart ■ Issue 35 ■ TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KWIFE KICK

42% Nintendo ■ £30 ■ 1/4 players ■ on cart ■ rumble pak ■ Issue 24 ■ JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% Nintendo ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 14 ■ JB

Simply the greatest game ever created. Utterly amazing. If you get just one game, it must be this.

TOP TIP Check out N6424 for a guide on how to complete the first dungeon.

LEGO RACERS

70% Lego Media ■ £30 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 16 ■ MK

Highly original Mario Kart clone with some nice ideas. Shame about the handling.

LOVE PUNNER 3D

70% Infogrames ■ £40 ■ 1 player ■ on cart ■ rumble pak ■ Issue 29 ■ JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% Nintendo ■ £30 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 8 ■ JH

Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP Achieve gold and expert modes for the four-player and Expert modes.

MADE: THE DARK AGE

81% GT ■ £30 ■ 1/2 players ■ on cart ■ Issue 9 ■ JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ on cart ■ Issue 10 ■ TT

The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to NFL 99.

TOP TIP Madden super team: at the create player screen type AT(space)Madden.

MADDEN NFL 99

88% EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 23 ■ MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP Hidden codes: THROWBACK, HAMMERHEAD, INTHEGAME.

MAGICAL TETRIS CHALLENGE

51% Activision ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 34 ■ JB

Contemptible attempt to update Tetris with rubbish new shapes. Avoid, please.

MARIO GOLF

90% Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ GB pak ■ Issue 34 ■ MH

Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP Get all 108 birdie badges and play as Terminator Mario.

MARIO KART 64

91% Nintendo ■ £30 ■ 1-4 players ■ controller pak ■ on cart ■ Issue 4 ■ JD

A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP Accelerate just before the light green for a super-fast start.

MARIO PARTY

85% Hudson ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 27 ■ JN

Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP Eternal: complete all boards, earn 100 stars and visit the bank.

MICHAEL OWEN'S WLS 2000

84% THQ ■ £45 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 33 ■ MK

Silky smooth, goal-drenched football game, with real league teams. No JSS, mind.

MICRO MACHINES 64 TURBO

86% Codemasters ■ £40 ■ 1-8 players ■ rumble pak ■ controller pak ■ Issue 25 ■ JB

Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP Don't use the shortcuts. Try to veer off the track and you blow up.

MILO'S ASTRO LANES

38% Interplay ■ £30 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 26 ■ TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% Nintendo/Treasure ■ £30 ■ 1 player ■ on cart ■ Issue 8 ■ JB

It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP Check out our extensive guide in N64/12. You won't regret it. Nosiree.

MISSION: IMPOSSIBLE

75% Infogrames ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 19 ■ TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES

9% GT ■ £30 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 11 ■ JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% Ubi Soft ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 27 ■ JH

Not as deep or complex as Paradigm's F1 WGP, but a tyre-squealingly good game all the same.

TOP TIP Remember to use your brakes on the corners!

MONSTER TRUCK MADNESS

66% Take 2 ■ £40 ■ 1/2 players ■ rumble pak ■ Issue 33 ■ JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

MORTAL KOMBAT 4

84% GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 20 ■ JP

The best version of MK yet.

MORTAL KOMBAT TRILOGY

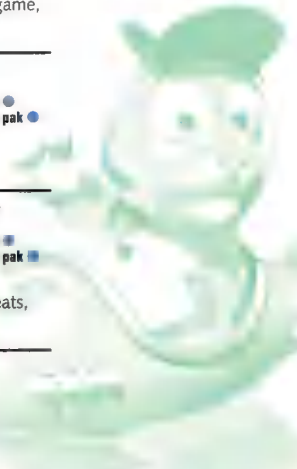
34% GT ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 1 ■ TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

SPEED DEMONS






Driving fan David Mugridge of Southampton wrote in to share his top five N64 racing games. But no F-Zero X? We had to restrain Dark Mark from popping down to the South Coast and administering some justice, David!

- 1 EPISODE 1 RACER
- 2 F1 WORLD GP
- 3 V RALLY
- 4 MARIO KART
- 5 TOP GEAR RALLY



MY CHOICE

These are Jack Sansom's five bestest games of any variety. Take it away, Jack.

- 1  **WWF ATTITUDE**
- 2  **GOLDENEYE**
- 3  **TUROK 2**
- 4  **SHADOWMAN**
- 5  **TUROK**

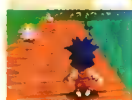
MULTI RACING CHAMPIONSHIP

71% ★ Ocean/Imagineer ● £25 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA

90% ★ Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW



With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to Mario.



TOP TIP If you're short of coins remember the pots regenerate if you go out the room and then come back in again

NAGANO WINTER OLYMPICS

32% ★ Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

BASKET '99

59% ★ EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% ★ Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak ● on cart ● Issue 18 ● MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.



TOP TIP Hold L while selecting a pre-season game to reveal the secret teams.

NBA HANGTIME

52% ★ GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA JAM '99

83% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not quite up to the standard of NBA Courtside.

NBA JAM 2000

80% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% ★ EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '99

71% ★ Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NHL '99

52% ★ Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based hockey.

NBA PRO '99

52% ★ Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% ★ GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK



Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.



TOP TIP At the Matchup screen, tap in 2-0-3-Right for Big Head mode.

NFL QUARTERBACK CLUB '99

85% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists.



TOP TIP Check out our five-page guide to Yank-thrashing in QBATZ.

NFL QBC '99

90% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.



TOP TIP For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.

NFL QBC 2000

60% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99

74% ★ EA ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy Wayne Gretzky instead.

NHL BREAKAWAY

62% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. Gretzky's better.

NHL BREAKAWAY '99

64% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch Gretzky.

OLYMPIC HOCKEY

60% ★ GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

PAPERBOY

62% ★ Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

PGA EUROPEAN TOUR GOLF

80% ★ Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 33 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% ★ Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.



TOP TIP The Birdman Stars are hidden in New York's park, the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

PREMIER MANAGER 64

82% ★ Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% ★ GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% ★ Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG



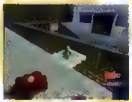
The one-player game is a little outdated but the multiplayer game is absolutely stunning.



TOP TIP For extra costume colours enter S3TC 00LC 0L0R S7?? as a password.

RAINBOW SIX

87% ★ Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.

RAKUGA KIDS

80% ★ Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

LAMPAGE WORLD TOUR

54% ★ GT ● £25 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

LAMPAGE 2 UNIVERSAL TOUR

22% ★ Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% ★ Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% ★ Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par Mario clone.

READY 2 RUMBLE

81% ★ Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% ★ Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP Kill the ~~monks~~ near the police station for extra costumes.

RE-VOLT

73% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average.

ROAD BASH 64

68% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% ★ Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

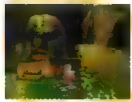
ROBOTRON 64

75% ★ GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% ★ Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB

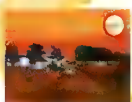


The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP Collect Tinker Tokens and Tinker will give you new special abilities.

ROGUE SQUADRON

85% ★ Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!

RUCHATS TREASURE HUNT

48% ★ THQ ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of Mario Party. Crud.

RUSH 2 EXTREME RACING USA

73% ★ GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% ★ GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% ★ Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

SHADOWGATE 64

43% ★ Kemco ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% ★ Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.

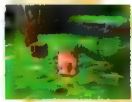
SHADOWS OF THE EMPIRE

78% ★ Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

SILICON VALLEY

91% ★ Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK

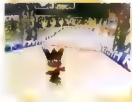


The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!

SNOWBOARD KIDS

86% ★ Nintendo/Atari ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

SOUTH PARK

73% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CREEP'S LEW BRACK

83% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing Mario Party rip-off with ace mini games. Shortlived but fun.

SOUTH PARK RALLY

88% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP Search Gayworld's nooks and crannies to dig out handy Mr Hanky Poo power-ups.

STABILITY SPACE CIRCUS FEVER

68% ★ Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 17 ● JF

A 3D platformer that's been pre-dated by Banjo.

MOVIE HEAVEN

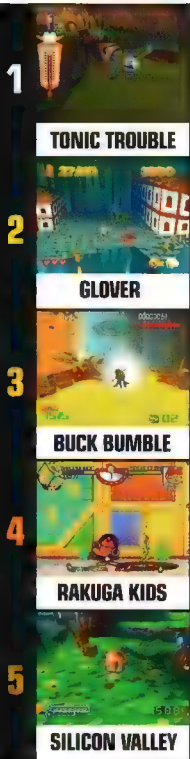
Echoing Greener's own movie / game comparisons from issue 37, Peter Lizl of Skipton sent us this list of what he regards to be the games with the most cinematic cut scenes.

- 1 ZELDA
- 2 TUROK 2
- 3 LYLAT WARS
- 4 GOLDENEYE
- 5 CASTLEVANIA



STRANGE DAYS

Jamie Suttle from Redditch sent in his top five 'strange games'. What makes a strange game isn't quite clear, but strange doesn't necessarily mean good.



STAR WARS EPISODE 1: RACER

88% Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP Hold Z when selecting the Star Game option for a cut scene showing your racer trading **Umulla** with the course favourite.

SUPERMAN

14% Titus ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 31 ● TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZH



Everything that's made previous Mario titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP Slideflip and press A and B at the same time to make Mario belly flop.

SUPER SMASH BROS

90% Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 36 ● MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP To pull off the super-useful Triple Jump, press Up twice, then Up and B.

TETRISPHERE

69% Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK



At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.

TONIC TROUBLE

55% Eki Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP GEAR OVERDRIVE

79% Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JB



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Double Game Guided by TW

TOP GEAR RALLY 2

90% Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB



Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP Stick with your chosen team for as long as possible to get the most possible upgrades.

TUROK DINOSAUR HUNTER

91% Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP Type LKMBRD and use L and R to fly around the level. ● Type NTHGTHGDRCRTDRK for all cheats.

TUROK 2 SECS OF EVIL

95% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.



TOP TIP Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.

TUROK: RAGE WARS

87% Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG



The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.



TOP TIP Search lava pits for goodies. Keep an eye on your health, though.

TWISTED EDGE

60% Nintendo ● £30 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIRTUAL POOL 64

77% Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

VIGILANTE 8

74% Activision ● £40 ● 1/4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

V-RALLY 99

90% Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.



TOP TIP Score 100% in Arcade mode to get access to two sets of secret cars.

WAIALAE COUNTRY CLUB GOLF

49% Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% Nintendo ● £30 ● 1-2 players ● on cart ● Issue 2 ● ZH



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.



TOP TIP To win in the alternate colours, press up on the analogue stick selecting your character. ● DGG + no. 3 ● Issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% ★ THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite Tekken, though.

WETRIX

74% ★ Ocean ● £35 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old Tetris theme, with water and mountains.

WIPESOUT 64

88% ★ Midway ● £45 ● 1-4 players ● rumble pak ● cart ● Issue 23 ● TW

The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WORLD CUP '98

73% ★ EA ● £40 ● 1/4 players ● Controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVERS CHAMPIONSHIP

91% ★ Midway/Bass ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 33 ● JB

It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Left, Left, Down, Up at the next screen.

WORMS ARMAGEDDON

85% ★ Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK

A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP Complete the training and one-player missions to access brand new multiplayer options.

WWF ATTITUDE

88% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG

The closest you'll get to real wrestling on your N64. Check out the create-a-player mode - it's hilarious.

TOP TIP For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.

WWF WARZONE

85% ★ Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 18 ● MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

WWF WRESTLEMANIA 1999

90% ★ THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● OH

The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP When you pick up a weapon, slide back into the ring to keep it.

XENA WARRIOR PRINCESS

81% ★ Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still...

YOSHI'S STORY

86% ★ Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW

Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP White Yoshi (3-2): When you find poochle yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.

Import releases
(not yet released in UK)

- 64 G-BURO** ● 90% ★
Bottom Up ● 1/2 players ● Issue 11 ● ME
- AIR BOARDER 64** ● 62% ★
Human ● 1/2 players ● Issue 16 ● TW
- A BUG'S LIFE** ● 62% ★
Activision ● 1 player ● Issue 31 ● JB
- AUGUSTA MASTERS '98** ● 40% ★
T&E Soft ● 1-4 players ● Issue 14 ● JP
- BANGAIO** ● 84% ★
Treasure ● 1 player ● Issue 36 ● MK
- BOMBERMAN D-DAMAN** ● 23% ★
Hudson ● 1 player ● Issue 20 ● JP
- BOTTOM OF THE NINTH** ● 44% ★
Konami ● 1/2 players ● Issue 30 ● TW
- CHORO Q 64** ● 56% ★
Takara ● 1-4 players ● Issue 20 ● MK
- DENRYU IRA IRA BOU** ● 65% ★
Hudson ● 1/2 players ● Issue 12 ● JN
- DEZAEMON 3D** ● 82% ★
Illusion ● 1-4 players ● Issue 19 ● MK
- DORAEMON** ● 60% ★
Epoch ● 1 player ● Issue 2 ● TW
- DORAEMON 2** ● 52% ★
Epoch ● 1 player ● Issue 26 ● JB
- F-CUP MANIAX** ● 85% ★
Imagineer ● 1/2 players ● Issue 34 ● JB
- FAMISTA 64** ● 68% ★
Namco ● 1-4 players ● Issue 11 ● TW
- FOX COLLEGE HOOPS** ● 25% ★
Fox Interactive ● 1/2 players ● Issue 26 ● TW
- GET A LOVE PANDA LOVE UNIT** ● ??% ★
Hudson ● 1 player ● Issue 26 ● TW
- GLORY OF ST. ANDREWS** ● 58% ★
Seta ● 1-4 players ● Issue 1 ● TW
- GOLDEN NUGGET** ● 52% ★
EA ● 1-4 players ● Issue 26 ● TW
- HARVEST MOON 2** ● 82% ★
Pack In Soft ● 1 player ● Issue 28 ● MK
- JANGOU SIM MAH JONG 64** ● 69% ★
Video System ● 1 player ● Issue 7 ● JD
- J-LEAGUE DYNAMITE SOCCER** ● 66% ★
Imagineer ● 1-4 players ● Issue 8 ● TW
- J-LEAGUE ELEVEN BEAT** ● 52% ★
Hudson ● 1/2 players ● Issue 10 ● TW
- J-LEAGUE PERFECT STRIKER** ● 68% ★
Konami ● 1-4 players ● Issue 1 ● TW
- J-LEAGUE PERFECT STRIKER II** ● 90% ★
Konami ● 1-4 players ● Issue 32 ● TW
- JEOPARDY!** ● 9% ★
Take 2 ● 1-3 players ● Issue 16 ● MK

DREAMING OF JAPAN

Veronica Matthews obviously dreams of life outside smoggy old London. She sent us this list of her favourite Japanese import games.

- 1  **BANGAIO**
- 2  **DENRYU IRA IRA BOU**
- 3  **PIKACHU GENKI DECHU**
- 4  **KIRATTO KAIJETSU**
- 5  **TOKON ROAD**

Club 64 DIRECTORY readers top five

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ISSUE 34
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The world's first review of Rare's superb bug-blaster Jet Force Gemini. Plus pics and the latest info on the games from Japan's Spaceworld Show, including Clearia of Time sequel Zelda Gaiden, Kirby 64, Mother 3 and Super Mario Adventure.


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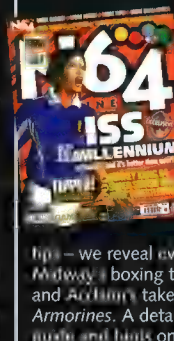


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The DK64 Edition

The biggest and best review ever of Rare's awesome new adventure. The world's first playtest of South Park Rally, and an exclusive look at coming football hot ISS Millennium. Plus Jet Force Gemini tips - find everything, a long-awaited PAL Quake Smash Bros review, Capcom's Resident Evil 2, and WWF Wrestlemania.

- And don't forget your free christmas gift, an N64 Worms pen!

FREE PEN with issue 36



ISSUE 37
The ISS Millennium Edition

A detailed look at Konami's new lounge title, ISS Millennium, with its unique N64 mode. The secret Donkey Kong 64 tips - we reveal everything! Reviews of Midway's boxing title Ready 2 Rumble and Activision's take on Starship Troopers, Armored Core. A detailed Super Smash Bros guide and hints on how to rattle your way through the superb WWF Wrestlemania 1000.



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The Zelda Gaiden Edition

Everything you could possibly want to know about the sequel to the best game ever! Plus reviews of South Park Rally and Top Gear Rally 2. If you've stuck, check out our Resident Evil 2 guide and tips for Worms Armageddon and Turok: Rage Wars.

- Blast your way through Jet Force Gemini and learn every move in Smash Bros with this month's unmissable DGG+.

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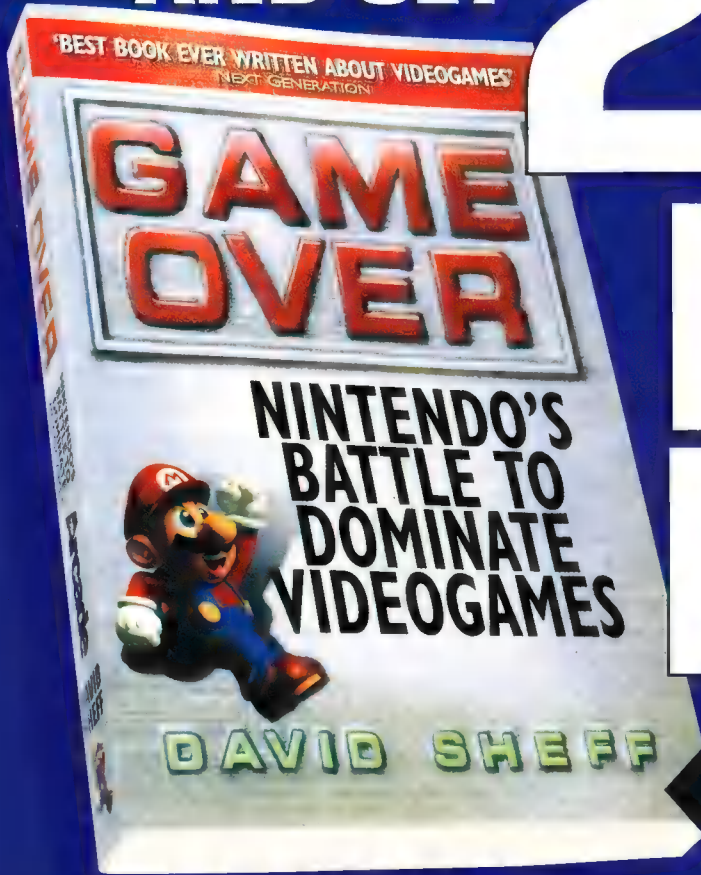
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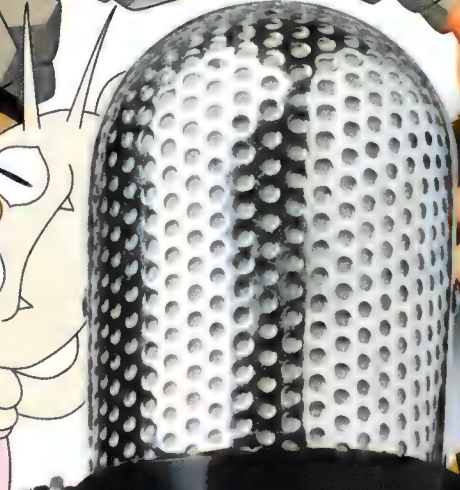
WORD OF MOUTH

By Mark Green

Listen up – we've tracked down the people behind the voices of Nintendo's biggest characters.

Since Mario yelled, "It's-a me!" at startled players during the opening moments of *Super Mario 64*, N64 games haven't stopped talking. Almost every character, from Duke Nukem to Link's fairy friend Navi, has opened their mouth and chatted away to whoever's been listening.

But filling a character's mouth with words isn't as easy as you might think. The process of making Mario, Turok or Pikachu talk is a long and arduous one, and begins well before a single line of actual game code has been created. We hunted down the faces behind videogame's most famous voices and got them to tell us exactly how it's done...



TUROK 3

That's right – the world's first news on *Turok 3*. Creative Director David Dienstbier took us behind-the-scenes of his latest dino blockbuster, and revealed exactly how Iguana created the voices for Turok, Adon and co. And we spoke to the actors themselves to check that The Big D was telling the truth...

THE CAST

Adon – **Liz Pearce**
 Danielle Fireseed – **Sara Munson**
 Joshua Fireseed – **Steven Crawford**
 Joseph Fireseed – **David Coolidge**
 Oblivion and Game Director – **David Dienstbier**

1 Scripting

The first job was fleshing out the game's script and creating a list of characters. David's intention was to create a 'living' narrative that unfolds during cut-scenes and normal play – no mean feat considering that *Turok 3*'s story is the most in-depth of the series so far.

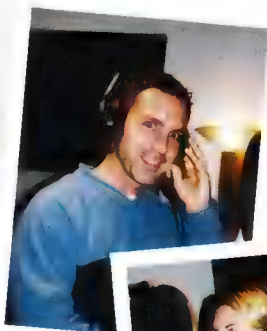
The biggest twist in *Turok 3*'s tale is the appearance of two new playable Turok family members – Danielle and Joseph Fireseed. "We created a real family dynamic amongst them," says

David, "and Adon's relationship with them becomes very important, for this and future *Turok* games."

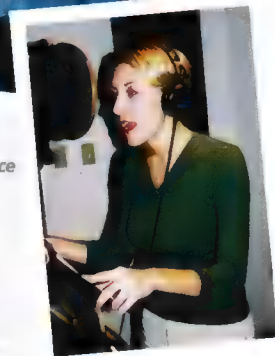
2 Casting

The characters were in place, but they needed voices. For the first time, David searched outside Acclaim's Texas home to find them. "I was looking for actors who could convey real emotion and feeling," says David. "In Cincinnati, I struck paydirt!"

Hopeful actors recorded segments of the *Turok 3* script onto tape, then David chose his favourites



△ Steven Crawford, giving voice to Joshua.



△ Adon calling. Liz Pearce supplies the voice for Turok's lady friend.

for a 'callback' – an actual live audition in front of Acclaim's head honchos.

"We had about two minutes to scan the lines before the reading," recalls Steven, "But I went, I read, I kicked butt!"

3 Character development

With the actors on board, David brought them to Acclaim HQ and, using sketches and detailed descriptions, introduced them to their characters. "If

they ever make a live action movie of *Turok* with me as Danielle," admits Sara, "I'll need a serious personal trainer!"

After the actors had become familiar with their role, David coached them on the exact sound he wanted – including a deep, authoritative voice for Joshua, and an English accent for Adon.

"Being English, that sort of came naturally!" laughs Liz.

4 Practice

The actors got their hands on the final script on the morning of the first recording day, allowing them to embark on several practice runs.

"That was important," says David, "Everyone needed a clear idea what was happening in the scene, and exactly how their characters should react."

"We spent lots of time discussing the characters and

situations," remembers Liz. "The graphics for *Turok 3* weren't finished at the time, so, with the help of David, we had to use our imaginations."

5 Recording

With the rehearsals over, the lead technician's yell of 'Rolling!' started the recording proper. Working scene-by-scene, the dialogue was recorded digitally onto computer. "Being in the studio together, you get more of a sense that you're having a real conversation," says

"When you're told to scream like a bazooka just blew your intestines out, you can't help but put your body into it."

IT'S-A ME, MARIO!

A short chat with Charles Martin, the voice of that guy in the *Super Mario* games.



Q How did you get the Mario 'gig'?

A It was back in 1989,

when they'd developed a way to do 'real-time' animation. The audience would talk to a cartoon Mario, and I'd talk back at them. It was actually the first time I'd seen Mario. I thought he was kinda cute!

Q How was the voice perfected?

A Well, we had no idea what Mario was supposed to sound like. We knew that he was a plumber from Brooklyn, so I considered doing a throaty workman type – "Heyyy, how's it goin' there, pal?" kind of thing. But I thought that, as a children's character, Mario should be a sweet, loveable, harmless guy. So I took the voice of Gremio, an Italian from Shakespeare's *Taming of the Shrew* who I'd played on stage, and adapted it slightly to create Mario.

Q Is talking into a microphone a boring job?

A No! When I arrive, everyone involved in the game has done most of the hard work. They just tell me to play and have as much fun as I possibly can, and then just sit there laughing at me being silly. I have fun improvising – Mario's 'Ah, spaghetti...' mumbling when he falls asleep in *Super Mario 64* was all my own work.

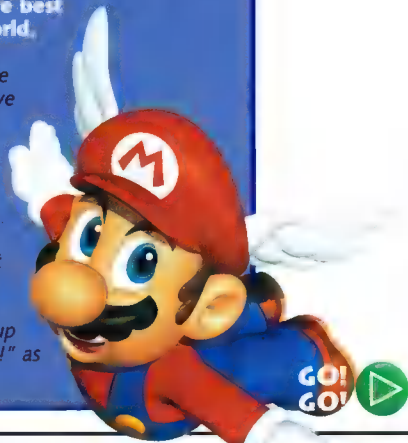
Q Do you actually play the games?

A Oh yes – I play all of them, and everyone who knows me has to have an N64, or they can't be my friend. I also get to know about the new Mario games a little in advance. What are they? Oh, that's a big secret!

Q You've got the best job in the world, haven't you?

A I think so! I love having a positive impact on people.

The personality that I've created for Mario is intended to show that life is a gift, and that everyone should just have fun out there. Don't just walk up the staircase – leap up and shout "Wahooo!" as you go!

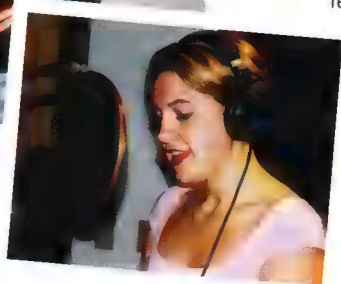


Word of mouth





△ Dave Coolidge does a Jim Carrey. And look at the size of that microphone!



Steven. "We felt a real connection as we looked at each other during exchanges."

It wasn't all serious, though. "Very sneaky fellows, those Acclaim guys," claims Steven. "Sometimes they'd keep rolling without us knowing. I could be taken to jail for some of those outtakes..."

6 Noise recording

As well as the speech, all the character's in-game grunts, yells and moans needed taping. As this process is the most intensive on actor's throats, it took place on the last day. "Dying violently 45 times in a row can be pretty strenuous," admits Sara.

For authenticity's sake, the actors got physical. "That's the fun



"I was looking for actors who could convey real emotion and feeling," says David. "In Cincinnati I struck paydirt!"

stuff," says Liz. "We threw ourselves around the booth, pretending to sword fight and fall off buildings." According to David C, "When you're told to scream like a bazooka just blew your intestines out, you can't help but put your body into it!"

7 Re-takes

David took notes throughout the recording, and discussion often led to retakes. "To get what I wanted," David says, "I sometimes read with them, acted out scenes or hopped around like an idiot mimicking the action. Getting results meant communicating my ideas clearly."

"David's wild demonstrations of what he needed us to portray reduced us to fits of giggles," recalls Liz. "But we knew exactly what he wanted us to do. And, if it wasn't quite right, he'd make us do it again and again and again."

8 Post-processing

With the final voices on computer, the game's programmers took the reins, matching the voices to the character's mouths. "For the voice of Oblivion," says David, "Our

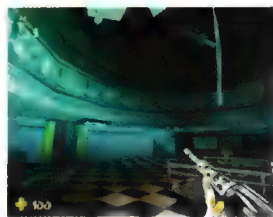
audio gurus combined six to eight different voices I'd recorded, then threw in bizarre squishing, moaning and liquid effects to make it even more creepy. It's a great effect!"

Finally, it's home time for the voice actors, and they still haven't so much as glimpsed the game itself. They'll first hear how their voices sound at the same time as you – when boxed copies of *Turok 3* arrive this October.

▽ The team after the recording. Happy, but suffering from sore throats.



△ A giant water tank? Or a diabolical nuclear device?



△ As far as checkered floors go, *Turok 3* is the king

YOU'RE THE VOICE

Meet the voice artists behind the best-known N64 characters...



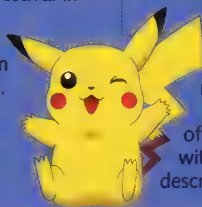
Ikue Ohtani

From: Tokyo, Japan
Voices: Pikachu (*Pokémon Snap*, Pokémon TV show).

Also voices: Togeji in the TV show.

Want to see her act? Ikue took part in a Tokyo 'Seiyuu' festival in Christmas 1998. She played one of three sisters who share a dream of becoming voice artists.

Fascinating fact: Ikue played Almond in an anime cartoon called 'Trouble Chocolate'.



Hiroyuki Sanada

From: Hiroshima, Japan
Voices: Link (*Ocarina of Time*).
Also voices: Yoshimitsu in the Dreamcast beat-

'em-up *Soul Calibur*.

Want to see him act? In a video all about voice actors called 'It's Say You!', Hiyama played a schoolboy on the lookout for girls.

Fascinating fact: He's released a CD called 'Prototype', it's a bizarre mix of rock-'n'-roll, ballads and rap, with one song where Hiyama describes 'Dancin' in the Sky'.



Lyssa Browne

From: Seattle, USA
Voices: Slippy Toad and Katt in *Lylat Wars*.
Also voices: Not much – she's mainly an actress.

Want to see her act? Lyssa played the part of Gabby in *The Engagement Party*, a film about a Jewish couple holding an engagement party – with hilarious consequences!

Fascinating fact: In a theatre sketch show, Lyssa looked "luscious in her red and black underwear," according to one audience member.



Danny John-Jules

From: London, England
Voices: Gex (*Gex 3: Enter The Gecko*).
Also voices: 'Firey 3' and 'Firey 4' in David Bowie flick *Labyrinth*.

Want to see him act? Danny plays Cat in unfunny BBC2 sci-fi comedy *Red Dwarf*, and also appeared in slightly-funnier medieval comedy *Maid Marian* and her Merry Men.

Fascinating fact: Back in the '80s, Danny was a dancer in the George Michael-aided band, Wham!

POKÉMON PEOPLE



Word of mouth

You won't recognise these people, but you probably hear their dulcet tones every week. They're the folk behind the voices of Ash, Brock, Misty and all 150 monsters from the Pokémon TV show and movie – and they're talking exclusively to us.

THE CAST

Ash -	Shane Rayne
Misty / Jessie -	Rachael Lillis
Brock / James -	Eric Stuart
Tyler Oak -	Eric Gray
Daisy -	James Deen
Voice Director -	Jim Malone

there's a firm deadline to meet. With a monster voice, having only one word to voice your emotions isn't easy!

Jimmy: Yes – I remember a scene in "Pikachu's Summer Vacation", where all the Pokémon were having a tug-o-war and grunting away. That scene just went on and on and on...!

Veronica: Because Ash's voice is difficult for me, my throat continually gives up. I'm often surprised at how physically exhausted I am at the end of a recording day.



Q How did you get started in showbiz?

Stan: I made my acting debut in "All I want for Christmas is my two front teeth", aged 11. Being too short for basketball and too small for football, acting gave me the chance to shine.

Rachael: I did a little stage work, too, but moved into voice acting when I realised that I was too terrified to actually be on stage!

Q Do you remember being offered the Pokémon role?

Rachael: I'd dubbed Japanese animation before, and I auditioned for most of the female characters – and Ash – before winning the part of Misty.

Eric: I'd also done some animé work, on a series called Slayers. Pokémon came along, and I thought "Yeah, why not, another straight-to-video thing..."



△ Rachael giving it some in the tiny studio.

Q Are there any embarrassing outtakes?

Rachael: Oh, yes. Lots of "Hey, Ash, uuuuhhhh... sorry!" and "Prepare for...! Trouble... darnit, sorrygoagainthatstank."

Veronica: There was one time where the

staff, and he told her who I was. She climbed over the back of her seat, landed in my lap and said, "Say somethin', Misty!" I was laughing so hard I couldn't do the voice properly!

Eric: I'm a successful musician, and I once had two twins ask me to sign my CD as Brock. They weren't convinced I was him, so I did the voice for them. They both looked at me in unison and sighed, "Cool!"

Q Do you watch the show?

Eric: Because different parts of a joke are recording separately by two people, I often grimace at how bad it sounds in the final show. I tend not to watch because of that!

Jimmy: For me, the best part of the job is watching the show with my six-year-old son, C.J. – he's proud of his daddy!



△ Jim Malone uses this complicated set-up to match the voices to the pictures.



Q How did you develop your characters' voices?

Veronica: Nintendo were scared about Ash sounding too girly, so I went very deep at first.

Then I played them a tape of my ten-year-old brother to demonstrate that little boys don't have deep voices!

Eric: James' voice started out very serious, but when I noticed he talks in falsetto and wears skirts in the Japanese version of the show, I decided to go completely over-the-top! I tend to draw on my favourite cartoon characters for my voices – there's a fair amount of Shaggy from Scooby Doo in Brock!

Q Is it hard work?

Rachael: It's not necessarily easy, especially when you're putting a lot of demands on your voice and

whole absurdity of me doing a child's voice just got to me. I cracked up.

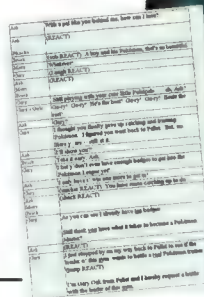
Jim: Outtakes don't usually stick around on tape for long, though. The sheer volume of the recording means we delete fluffed lines frequently.

Q How does it feel to be famous?

Rachael: It's a fairly anonymous celebrity. Once, though, I was sitting behind the daughter of one of the



△ Rachael Lillis is responsible for the voices of Misty, Jessie, Chansey, Ditto, Jigglypuff, Vulpix, Poliwhar and others.



Coming soon in...

N64

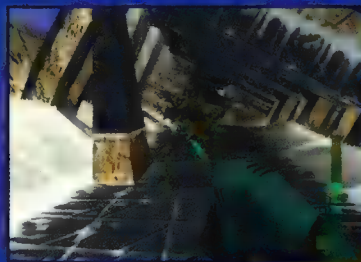
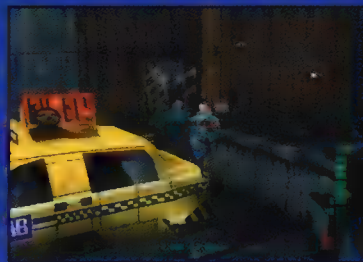
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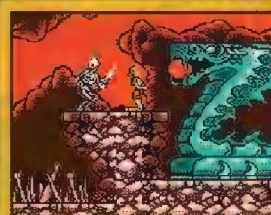
Acclaim's monster threequel roars into action – only in N64! We'll have first pics and red hot info on one of 2000's biggest games. Don't miss out!



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N64

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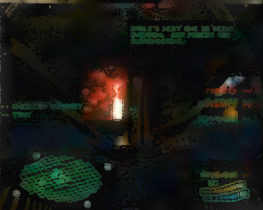


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NINTENDO MAGAZINE

The Very Public Diary of Avery Marx

An excerpt from the recently uncovered journal of *Shadowman's* notorious 'Home Improvement Killer'...

TUESDAY

What a day of disasters! After making some tiny adjustments to my night vision goggles – the foolish things started flickering while I was trying to take a shower – I popped down to the local bookstore and bumped into Tony Brady who used to be in my art class at school. What a simpleton! I invited him back to the flat, killed him and am now using him as a coat stand.

WEDNESDAY

I slept all day, waking only once to check my mail. I received a gas bill, a letter that I sent to myself asking me to marry me, and the latest edition of *Alternative Wallpaper Monthly*, which had a step-by-step guide on how to make wallpaper from eyelids.

THURSDAY

After sanding down my dining room table with a shin, I nipped along to Wal-Mart for some much needed supplies. I got some funny looks as I paraded the aisles in my goggles but once I'd scrawled 'Ray Ban' on them in HUMAN BLOOD everything was fine. I bought some nails for my nail gun, a hideously long and loathsome knife, and a turnip for dinner.

FRIDAY

Had afternoon tea with Legion. His rendition of 'Livin la Vida Loca' was outstanding.

SATURDAY

Mummy called and asked how I was getting on. I told her fine, then later realised I actually killed her and used her legs to roof the outhouse. I concluded that it must have been someone else who called, and not Mummy. Unless she was taunting me – from beyond the grave! (This, admittedly, is unlikely.)

SUNDAY

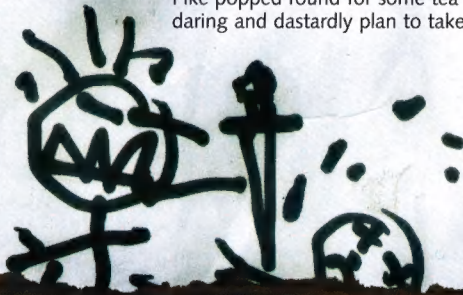
Tried to watch TV despite cutting the electricity several months ago. Failed.

MONDAY

Lost my goggles, and then couldn't find my way to the toilet in the dark. I was particularly uncomfortable for the rest of the day, especially when I accidentally fell out a fifth floor window thinking it was a door. Fortunately, I was able to find my way back up to the flat by ripping off my dismembered leg and using it as a walking stick.

TUESDAY

Found my goggles next to a 'Bing Crosby sings Christmas' LP and proceeded to reorganise my canary cabinet in alphabetical order, starting with Abe, my oldest canary, and finishing with Wayne. Later, Milton T. Pike popped round for some tea and killing, and that night I dreamt of a daring and dastardly plan to take over the world! I also dreamt of fishes.



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